

Might and Magic[®]

Dark Side of XEEN[™]



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Might and Magic: Darkside of Xeen

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Table of Contents

Maps	
Towns	5
Towers	31
Castles	53
Dungeons	67
Outdoor Areas	83
Skyroads	111
Elemental Planes	137
Miscellaneous Maps	147
Monsters	155
Spells	189
Cleric Spell Descriptions	194
Sorcerer Spell Descriptions	202
Items	213
Elements	217
Metals	219
Attributes	220
Special Abilities	223
Items	225
Clues and Hints	229
Beginner's Guide	230
Temporary Statistics Modifiers	233
Awards	234
Potion Key	239
Races And Character Skills	240
Secondary Skills	242
Mirror Words	244
How to Win Darkside of Xeen	246
World of Xeen Bonus Section	251
World of Xeen Maps	252
How to Win World of Xeen	272



Towns

There are five towns on the Darkside of Xeen. Alamar has placed a guard in front of each to prevent unauthorized entry, so you will need a pass to enter each town. The pass to Castlevew (the town you begin the game in) can be found just a few steps outside of town for 1,000 gold pieces. Vespar the Wizard in area B3 has the pass to Sandcaster, Geoffrey the Monitor in Sandcaster has the pass to Lakeside, and the pass to Necropolis is hidden in Lakeside. Only the Dragon Pharaoh can give you a pass to Olympus.

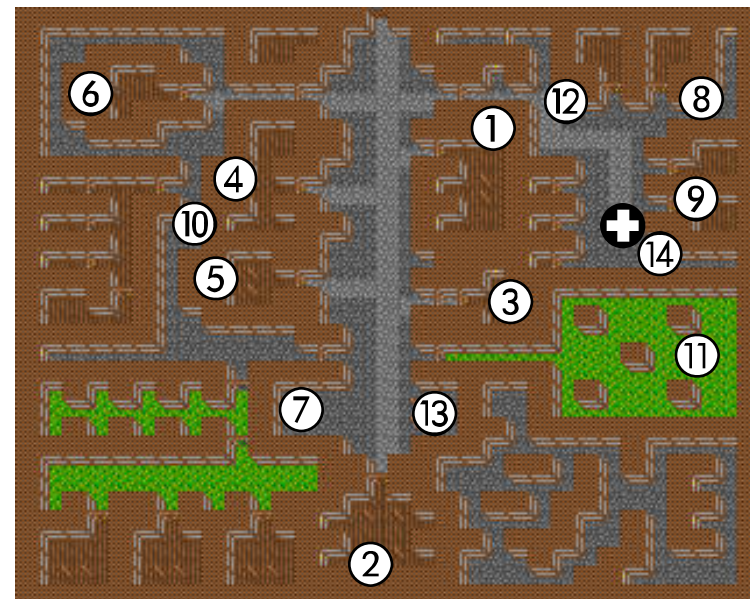
Castleview

The game begins with your characters receiving the Dragon Pharaoh's orb from Zelda the Herbalist at location ⑤. Whether you are starting a new Darkside game or are bringing characters over from Clouds, Castleview is a good place to prepare your characters for the challenges that lay ahead. We recommend that you spend some time to complete some of the quests inside Castleview and its sewer before you leave the safety of its walls.

- | | |
|---------------------|----------------------------|
| ① Tavern | will become much easier |
| ② Temple | to negotiate with. |
| ③ Bank | Gettlewaithe has three |
| ④ Blacksmith | Energy Disks under his |
| ⑤ Training Grounds | throne. |
| ⑥ Guild | |
| ⑦ Ellinger's Tower | Four Drawkcab Monks |
| ⑧ Pathfinder | speak strangely, but |
| ⑨ Cartographer | there is method to their |
| ⑩ Swimming Trainer | madness. Visit them all |
| ⑪ Gettlewaithe | in reverse order, starting |
| ⑫ Mayor | with Tinit and ending |
| ⑬ Gypsy | with Tinit, and you will |
| ⑭ Nadia the Hoarder | receive a reward. |

Gettlewaithe, king of the Gremlins, rules his chaotic subjects at location ⑪. He is aggressive, and will order his guards to attack you if you bother him too much. If you defeat his guards, Gettlewaithe

Jethro the Cartographer will reward you for releasing his brother, Jasper, from the town jail. He will also exchange Joe's fake treasure map for a real one once you have freed Jasper.



The Town of Castleview

Madame Oorla (Neena) the Gypsy can be visited for advice if you are stuck and don't know what to do next. She will point you in the right direction.

Ellinger's Tower rises above the town, forbidden to visitors. You can only enter it if you have the key. The only person

in town with a key is Nadia the Hoarder.

Nadia the Hoarder has lost her onyx necklace, and she wants it back. The necklace can be found in the sewer below the town. If you return it to her, she will give you the key to Ellinger's Tower.

Monster List

Gremlin
 Experience 2000 HP 20 AC 7
 Speed 35 Attacks 2 Damage 2-20
 Damage Type Physical Range Attack N

Gremlin Guard
 Experience 3000 HP 50 AC 10
 Speed 35 Attacks 2 Damage 6-30
 Damage Type Physical Range Attack N

Goblin
 Experience 1000 HP 10 AC 5
 Speed 30 Attacks 2 Damage 2-12
 Damage Type Physical Range Attack N

Gettlewaithe
 Experience 5000 HP 100 AC 15
 Speed 35 Attacks 2 Damage 5-25
 Damage Type Physical Range Attack N



Castleview Sewer

The sewer under Castleview is a nasty place, filled with rats and sewer slugs. Some small magic items can be found here, though, and the only way into some areas of Castleview is through the sewer. The entrances/exits in the sewer correspond with those in Castleview.

- ① Exit to outdoors
- ② Onyx Necklace
- ③ Valio the Simple
- ④ Direction Sense

Felix the Tinker sells the direction sense skill for 1000 gold at location ④. You will have to fight a couple of rats to get there.

Valio the Simple wants Rooka, the Queen Rat, exterminated. Rooka is in the same room as the Onyx Necklace at location ②. Once you have exterminated Rooka, report back to Valio for your reward. Warning: Don't try to take Valio's treasure.

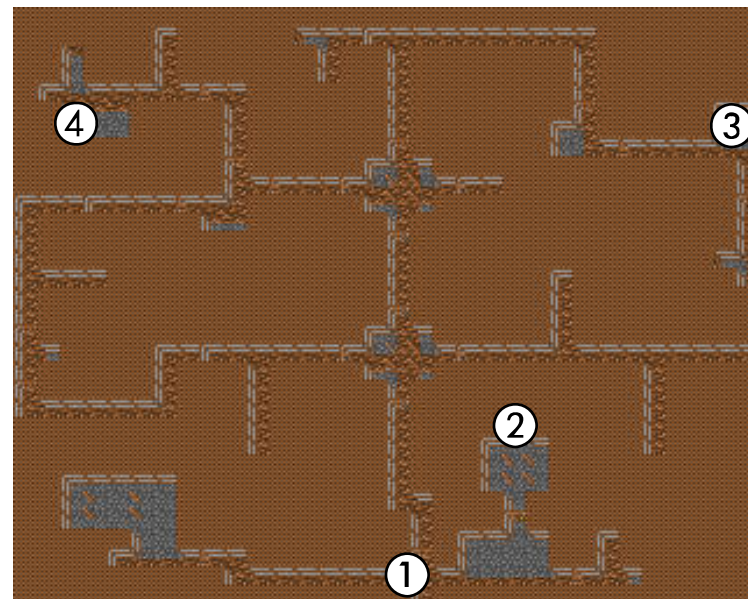
The Onyx Necklace at location ② should be recovered and returned to Nadia the Hoarder in Castleview. She holds

the key to Ellinger's Tower and won't give it up 'til she has her necklace back.

Sewer drains sometimes hide weak magic items. Search them when you can.

Piles of trash also sometimes hide weak magic items. These are usually easier to get to, because sewer slugs often guard the passages leading to sewer drains.

Barrels of green and red liquid can be found in a couple of places in the sewer. Green liquid improves endurance, while red liquid improves might. Both varieties will make your characters sick, however.



Castleview Sewers

Monster List

Sewer Slug					
Experience	1000	HP	25	AC	2
Speed	25	Attacks	1	Damage	2-20
Damage Type		Physical		Range Attack	N
Sewer Rat					
Experience	2000	HP	40	AC	5
Speed	35	Attacks	1	Damage	3-30
Damage Type		Physical		Range Attack	N
Rooka					
Experience	5000	HP	60	AC	5
Speed	40	Attacks	1	Damage	3-30
Damage Type		Physical		Range Attack	N
Valio					
Experience	60000	HP	150	AC	15
Speed	60	Attacks	1	Damage	10-250
Damage Type		Magic		Range Attack	N

Sandcaster

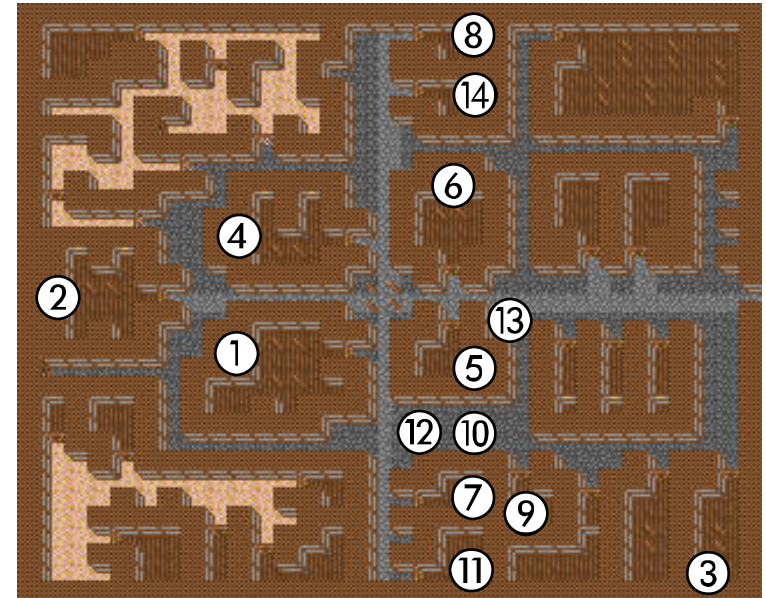
Next to Castlevue, Sandcaster is the most important town in Darkside. The town has a guild with a fine selection of spells, but there is a dispute over who should be running it. Xenoc the Wizard and Morgana the Sorceress hold de facto sway at the moment, but theirs is a violent and selfish rule. A reward awaits those who can topple them from power.

- | | |
|---------------------|-----------------------------|
| ① Tavern | character gets the |
| ② Temple | increases carefully. |
| ③ Bank | |
| ④ Blacksmith | Astra, the good Sorceress |
| ⑤ Training Grounds | at location ⑬ will reward |
| ⑥ Guild | you for ridding the town of |
| ⑦ Navigator | Xenoc and Morgana. The |
| ⑧ Linguist | reward is large, the danger |
| ⑨ Natasha | is high. |
| ⑩ Lakeside Passes | |
| ⑪ Prestidigitation | Vulture Repellent is sold |
| ⑫ Guild Membership | like snake oil at this town |
| ⑬ Astra | on the edge of the desert. |
| ⑭ Merchant | Don't buy it—it doesn't |
| ⑮ Eastern Tower Key | work. |

Colored potions can be found in bookcases around the city. Red potions increase might, blue personality, white luck, orange intellect, purple speed, green endurance, and yellow increases accuracy. Each potion is good for three uses, so choose which

Natasha can be found at location ⑨. Natasha will enchant Ambrose's bridle for 50,000 gold if you bring it to her.

Lakeside passes are sold at location ⑩. You will be unable to enter the town of Lakeside without a pass!



The Town of Sandcaster

Monster List

Sorceress					
Experience	80000	HP	200	AC	30
Speed	80	Attacks	1	Damage	2-100
Damage Type		Magic		Range Attack	Y

Enchantress					
Experience	40000	HP	100	AC	25
Speed	60	Attacks	1	Damage	3-450
Damage Type		Electricity		Range Attack	Y

Morgana					
Experience	200000	HP	300	AC	35
Speed	100	Attacks	1	Damage	2-120
Damage Type		Energy		Range Attack	Y

Wizard					
Experience	60000	HP	250	AC	20
Speed	125	Attacks	1	Damage	10-250
Damage Type		Magic		Range Attack	Y

Master Wizard

Experience	120000	HP	500	AC	25
Speed	150	Attacks	2	Damage	10-400
Damage Type		Fire		Range Attack	Y

Xenoc

Experience	250000	HP	700	AC	35
Speed	175	Attacks	1	Damage	10-500
Damage Type		Energy		Range Attack	N



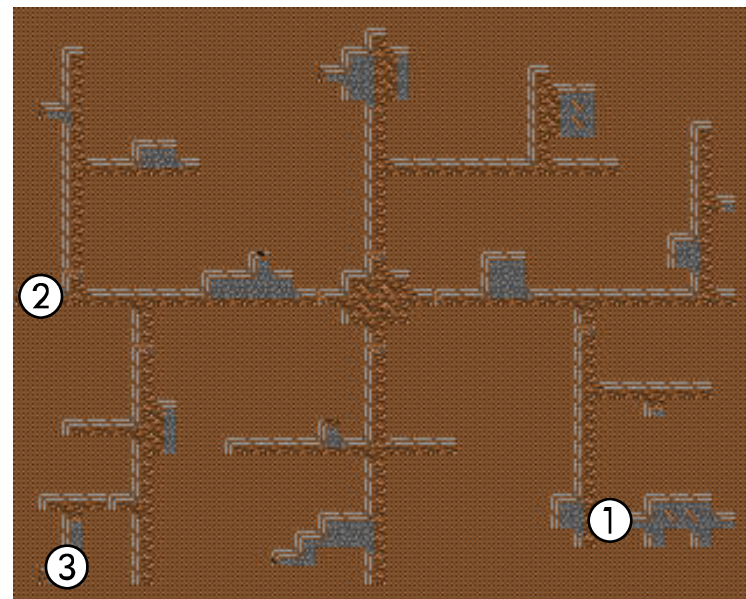
Sandcaster Sewers

The sewer below Sandcaster is a lot like sewers everywhere: dark and dangerous. You will have to use the sewer to get under the wall that separates the town of Sandcaster from the Wizard's zone. Remember that the entrances and exits in the sewers correspond to those in the town above.

- ① Body building
- ② Exit to desert
- ③ Exit to Wizard's zone

Sewer Drains sometimes conceal powerful magic items. Search them if you dare: sometimes they conceal Beholder Bats instead of treasure.

The Sewer Gym has a book that teaches the body building skill and some powerful potions that increase might and endurance. The fee to enter is high, but worth it.



Sandcaster Sewers

Monster List

Beholder Bat					
Experience	10000	HP	75	AC	15
Speed	80	Attacks	1	Damage	5-25
Damage Type		Fire		Range Attack	N

Sewer Hag					
Experience	50000	HP	75	AC	10
Speed	40	Attacks	1	Damage	10-250
Damage Type		Electricity		Range Attack	Y

Lakeside

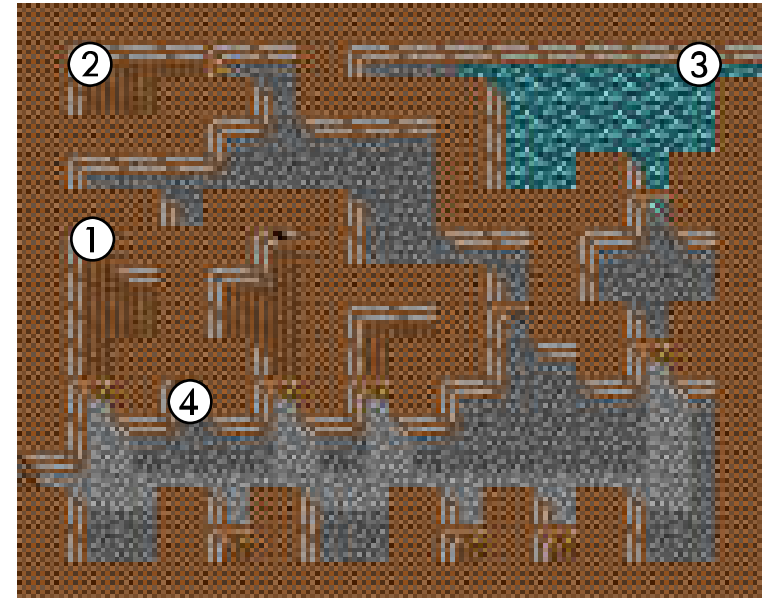
Once a bustling lake town, Lakeside has been converted into a Witch's haven. The Witches run an extremely profitable business kidnapping local peasants, turning them into monsters, and selling them as cheap labor and warriors to evil people. Lakeside has an excellent guild, but the rest of the business owners have been converted into minotaurs and are now guarding the Dungeon of Lost Souls.

- ① Guild
- ② Pass to Necropolis
- ③ Boat ride to Island of Lost Souls
- ④ Guild Membership

Bubbling Cauldrons are scattered here and there in the town. Some cauldrons turn drinkers to stone right away, others will reward a drinker with improved statistics once—then turn all other drinkers to stone. Pay attention to your clairvoyance gargoyles before you drink from these cauldrons.

Guild Membership is available for free for those who solve the riddle of the skull at location ④. The answer is "WITCH".

Cages with prisoners will yield good experience if you set their occupants free, along with gratitude and some free advice.



The Town of Lakeside

Monster List

Witch					
Experience	80000	HP	150	AC	15
Speed	70	Attacks	1	Damage	10-100
Damage Type		Electricity		Range Attack	Y

Coven Leader					
Experience	20000	HP	250	AC	20
Speed	100	Attacks	1	Damage	10-150
Damage Type		Energy		Range Attack	Y

Lakeside Sewer

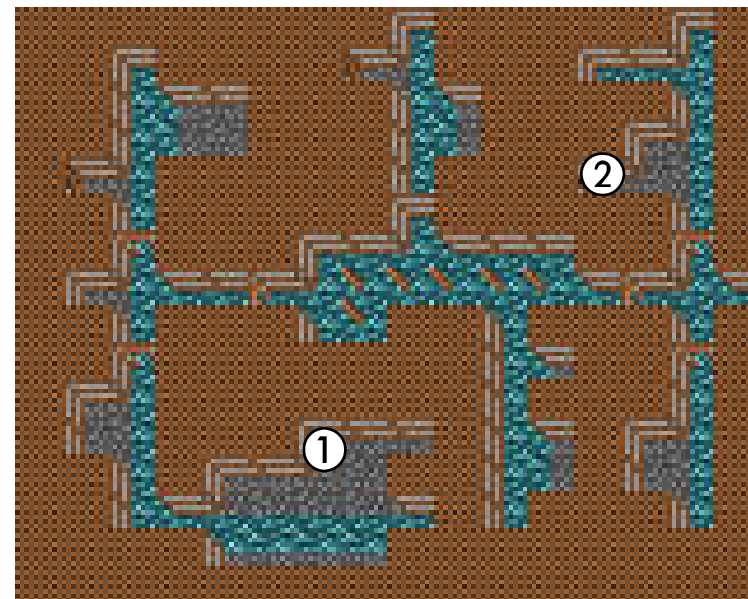
The Witches of Lakeside have purchased one of the magical statuettes stolen from Luna the Druid by the Thieves of the Southern Tower and stored it down here. You will need to be able to swim to move through these passages, so make sure all members of your party have that skill before you give this sewer a try.

- ① Magic Statuette
- ② Prayermaster

Discarded potions of Resurrection and Stone to Flesh litter the passageways. Though their original owners didn't think much of them, perhaps you can put them to use.

Joseph the Prayermaster at location ② will sell his skill for a mere 10,000 gold. This skill will add to your Cleric's spell points, and is worth every penny.

A Magical Statuette rests in an alcove at location ①. The statuette is one of the three statuettes stolen from Luna the Druid in area A3. Collect this one and the other two for a massive experience bonus from Luna.



Lakeside Sewers

Monster List

Sewer Stalker					
Experience	50000	HP	250	AC	30
Speed	25	Attacks	1	Damage	3-300
Damage Type		Physical		Range Attack	N

Necropolis

Necropolis is a dead town. All the inhabitants are undead, and most of them don't like living visitors. The only town service available in Necropolis is the guild, which has some of the best spells in the game.

- ① Sandro
- ② Guild
- ③ Guild membership
- ④ Magical Statuette

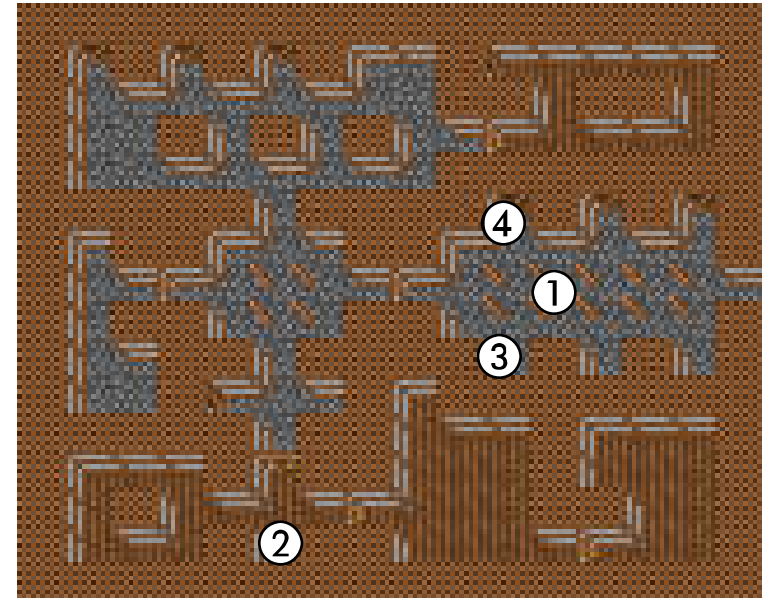
Sandro the Lich sits on his throne at location ①. Sandro wishes to die, but he needs his heart returned to him before he can. The heart can be found in the sewer below this town. Sandro will fight you every time you visit him without his heart. Once you return the heart, Sandro will give you the key to the Dungeon of Death on the other side of the world and will allow you to take the magical statuette sitting at location ④.

Books of the Dead, vol. 1-9 await readers in alcoves around the town. You will have to have a very high intellect before you can read some of the books, and

each reading will age your characters. We recommend that you do not read the books until you have returned the Jewel of Ages to Thaddeus the Fountain Keeper in area F4. Once you have done so, the Fountain of Youth will fix the magical aging that these books cause. Reading the books will award at least 999,999 experience points per reading.

Coffins for Liches hide very powerful magic items. You will need a might of at least 150 to open a coffin, and then you will have to face its owner in battle. The reward is worth it if you can survive the combat.

The Well of Death offers quick release to those tired of this mortal life. It has no other function.



The Town of Necropolis

Monster List

Power Lich					
Experience	200000	HP	500	AC	20
Speed	60	Attacks	1	Damage	10-100
Damage Type		Magic		Range Attack	Y

Higher Mummy					
Experience	100000	HP	400	AC	20
Speed	60	Attacks	1	Damage	10-400
Damage Type		Physical		Range Attack	N

Sandro					
Experience	200000	HP	1000	AC	20
Speed	75	Attacks	1	Damage	10-100
Damage Type		Magic		Range Attack	Y

Necropolis Sewer

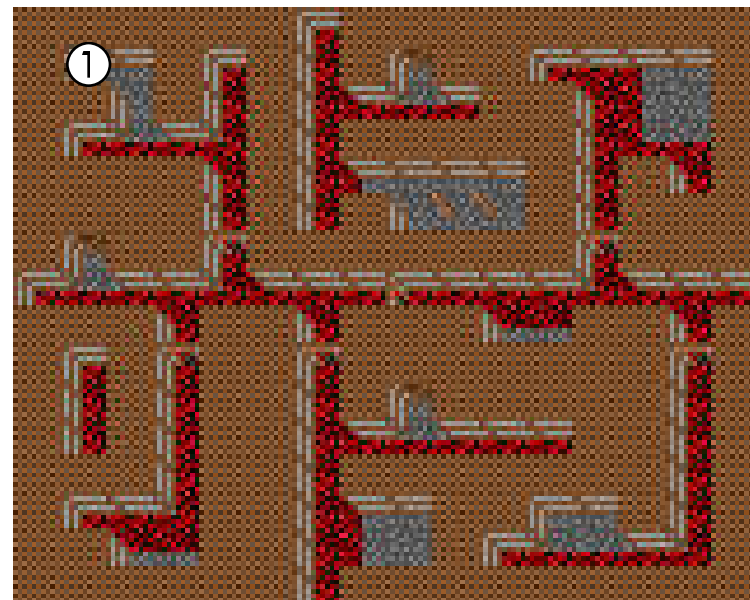
The sewer below Necropolis is filled with lava due to its proximity to the volcanic mountains of the Northwest. You will need characters with either a lot of hit points or a lot of fire resistance to last long in this place. The treasure here is worth whatever risks you take to get it.

① Sandro's heart

Sandro's heart is kept in a box at location ①. Return Sandro's heart to Sandro for the key to the Dungeon of Death and one of Luna's magical statuettes.

Barrels of the food of the dead are scattered about the sewer. Eat from them if you dare: They cause great damage, but grant one permanent level to survivors.

Sewer drains hide powerful magic items. Be sure to search them all!



Necropolis Sewer

Monster List

Lava Roach					
Experience	50000	HP	500	AC	20
Speed	70	Attacks	1	Damage	5-250
Damage Type	Fire		Range Attack		N

Olympus

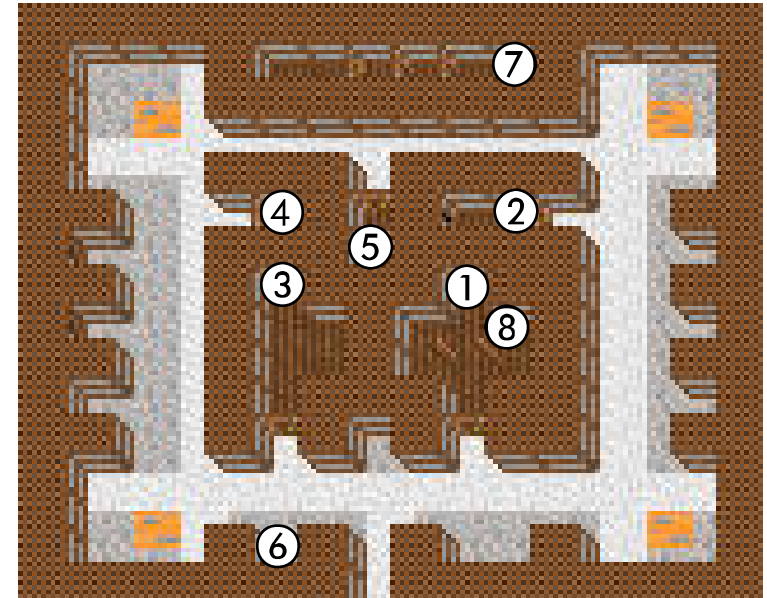
Olympus can only be entered by those who have visited the Dragon Pharaoh. If you have made it this far, you are close to completing the game. Olympus is a full service town, and contains the Soulbox you will need to put Corak into in order to win the game. Olympus also contains the answers to many of the riddles in the game. There is no level limit on the Training Grounds in Olympus.

- ① Tavern
- ② Temple
- ③ Blacksmith
- ④ Training Grounds
- ⑤ Guild
- ⑥ Guild membership
- ⑦ Soulbox
- ⑧ Sewer Grate

Four statues, each with part of a poem revealing how to win Darkside of Xeen, are in the corners of the town.

Guild membership at location ⑥ is free. The Olympus Guild has every spell in the game.

The sewer grate at location ⑧ leads to the part of the sewer that leads to the Soulbox at location ⑦.



The Town of Olympus

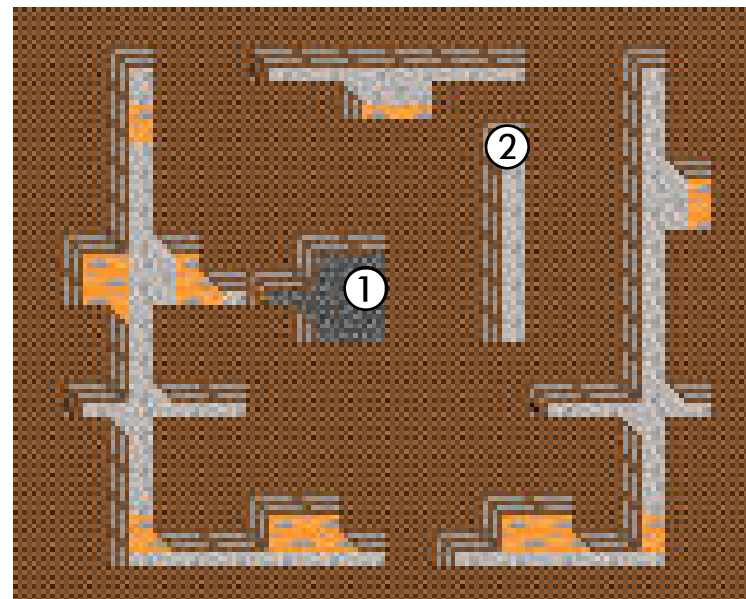
Olympus Sewer

A trip through the Olympus sewer is the only way to get to the Soulbox in the town above. Watch where you step in this sewer: the sky squares will drop you to the ground (with damage) if you step on them.

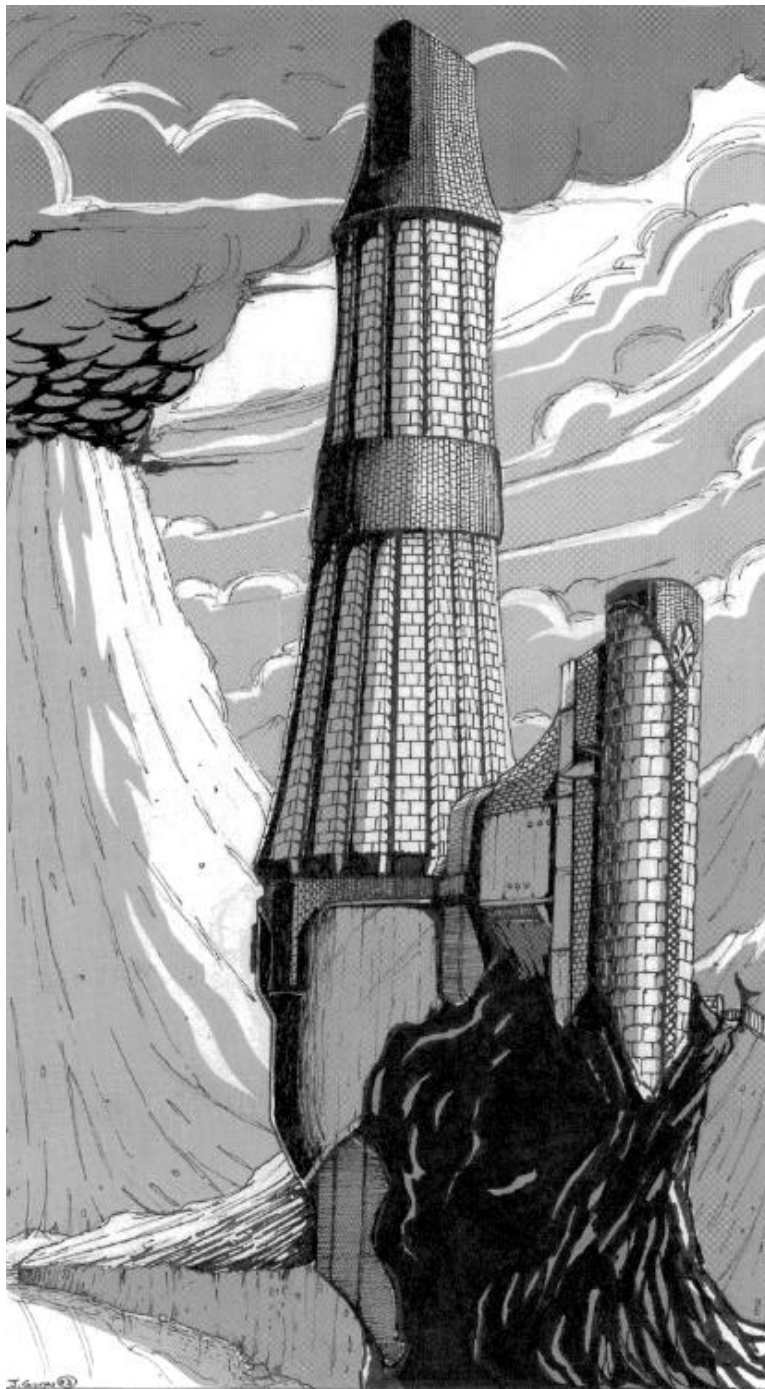
- ① Cyrano Jones
- ② Password check

Cyrano Jones will sell you a tribble if you pay him. You shouldn't. Tribbles are worthless.

Sewer drains contain small pieces of paper that, put together, spell the word tribble. Tribble is the answer to the password check at location ②.



Olympus Sewer



Towers

There are five towers in Darkside, one of which is in Castlevia. All of the towers require the proper key before allowing you to enter them. Each tower, except Ellinger's, has two Energy Disks in it. You will need to take Energy Disks that you find in the game and bring them to Ellinger so that he can restore Castle Kalindra. You cannot win the game without giving twenty Energy Disks to Ellinger.

Ellinger's Tower

Ellinger's Tower is located inside Castlevia. You will need to visit Ellinger a few times to get him to restore Castle Kalindra. The tower cannot be entered until Nadia the Hoarder has given you the key. Nadia can be found in Castlevia.

Tapestries conceal buttons that open passages and disarm traps. Be sure to search all the tapestries and push all the buttons you can find—it never hurts to push a button in here.

Two Books of Electricity and Fire resistance can be found on the second level of the tower. Each character can benefit, so make sure each character reads both books.

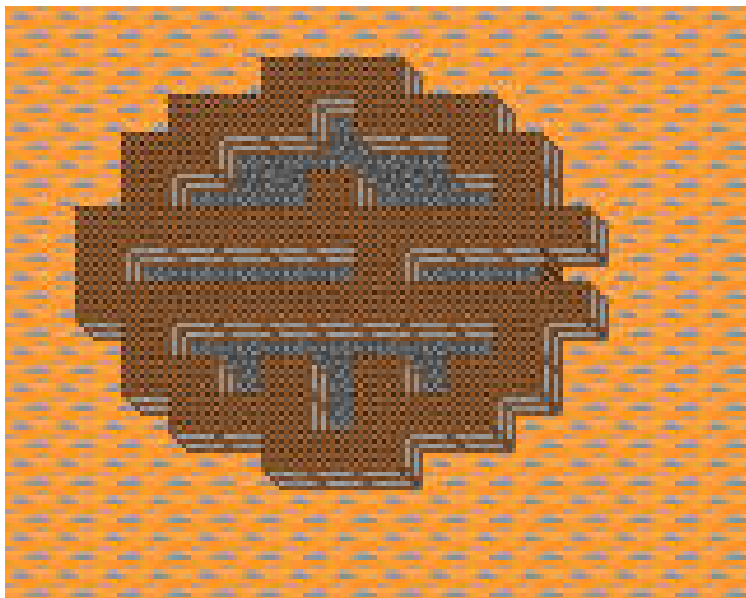
Crates contain boots and traps. Pay attention to your clairvoyance

spell for advice on searching crates.

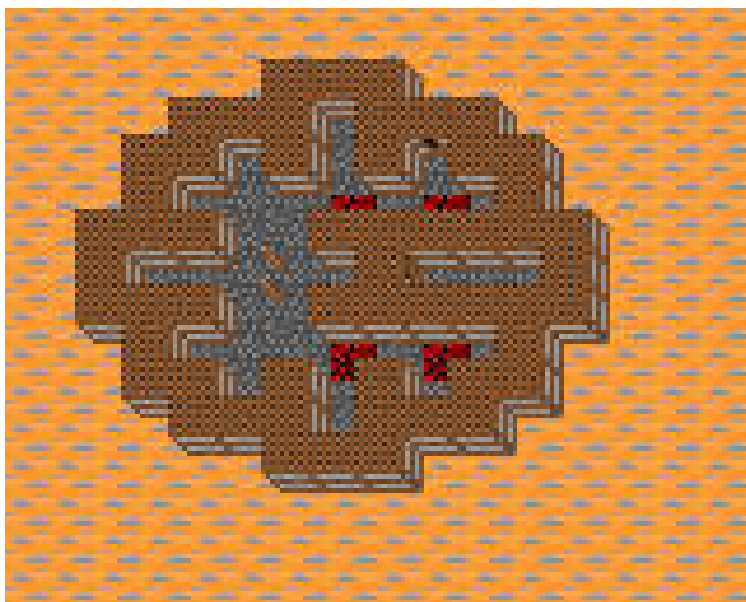
Cabinets can be opened to reveal powerful magic boots. The boots make good armor, and can be sold for a high price at the Blacksmith if you don't need them.

Ellinger sits on his throne in level four. Before you enter his room you will be asked "Who do you seek?". The answer is ELLINGER.

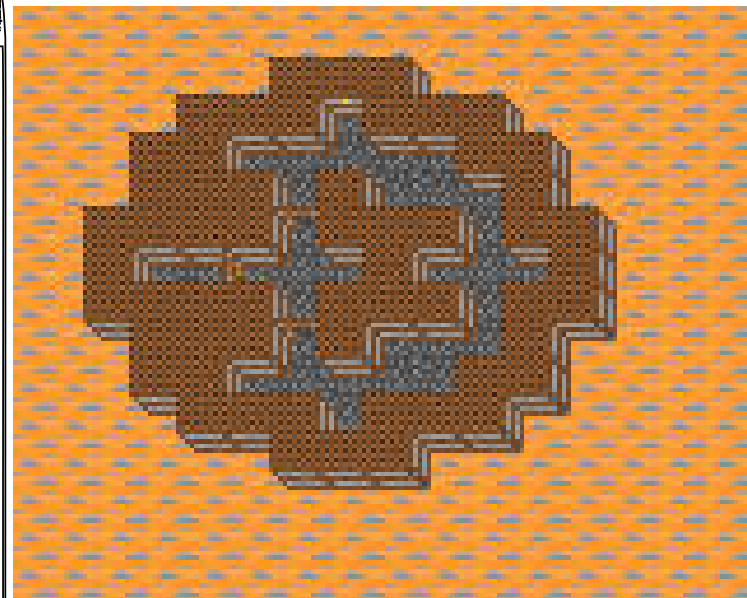




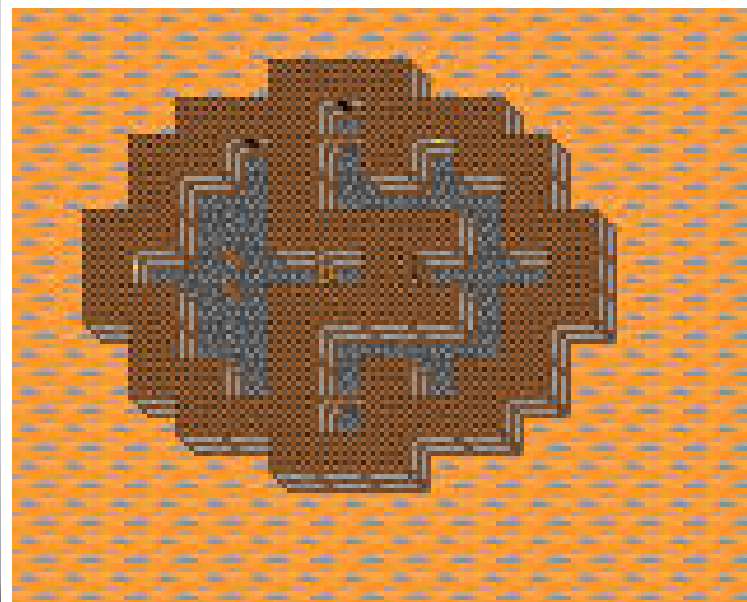
Ellinger's Tower Level 1



Ellinger's Tower Level 2



Ellinger's Tower Level 3



Ellinger's Tower Level 4

Great Northern Tower

The key to the Northern Tower can be found in the hands of Bosco, the Dwarf King, just outside the front door to the tower. The Tower is filled with puzzles and opportunities for experience, so it is worth it to complete the entire tower if you are trying to build up your characters.

- ① Chalice of Protection answer is "aie." Once
 ② Euphoria Throne you have the chalice,
 take it back to Bosco for
 your reward.

Magical books with riddles in them are hidden in cabinets throughout the castle. Here are the answers to the riddles in one easy place:

Lesson 1: eeeioie
 Lesson 2: eoauaaue
 Lesson 3: eeeoeaoueieeeee
 Lesson 4: oeooeieooooaei
 Lesson 5: oooaioeieou
 Lesson 6: aooaioeaeooae
 Lesson 7: iieeeeoeoeuie

The Chalice of Protection is at location ①. You will need to answer a password to receive the chalice. The

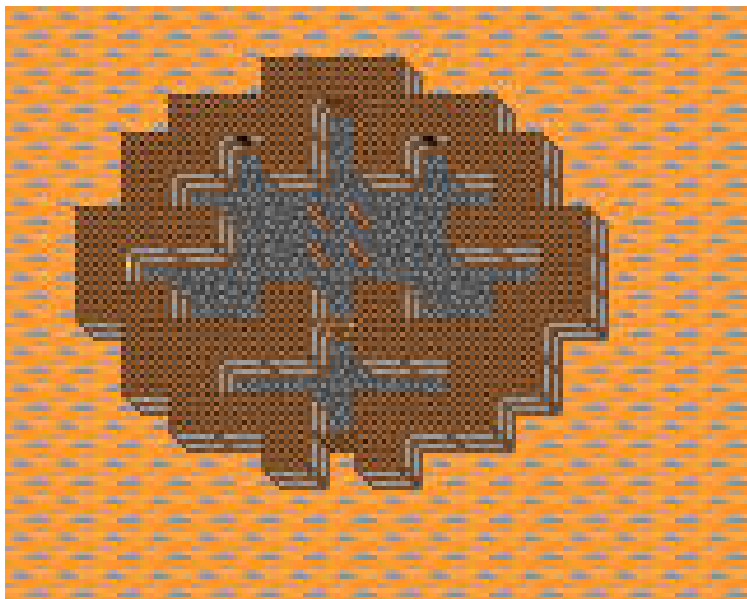
There are six thrones of the emotions to sit on on level four. Never sit on the throne of the Dunce. It serves no useful purpose. If you sit on all of the thrones except Dunce and Euphoria and then sit on the Euphoria Throne at location ②, your characters will gain permanent statistic and level bonuses. This will only work once per character.

Monster List

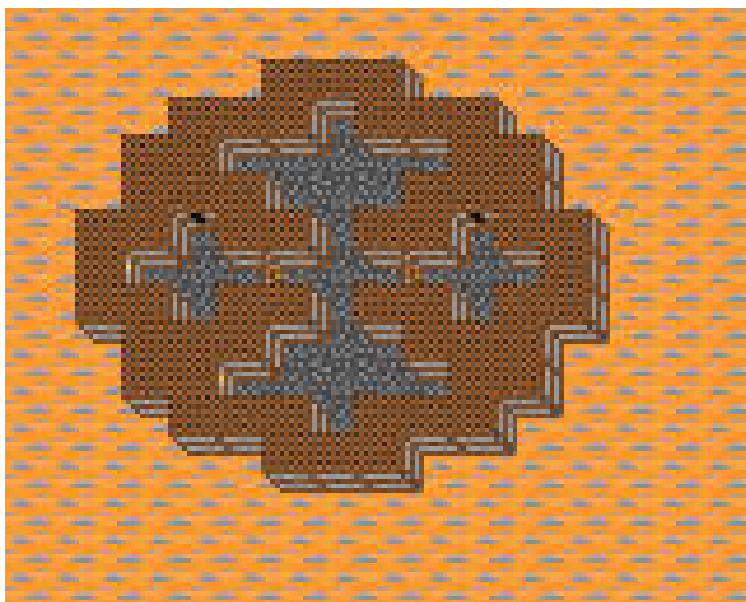
Death Knight
 Experience 100000 HP 750 AC 50
 Speed 80 Attacks 2 Damage 2-500
 Damage Type Physical Range Attack N

Slayer Knight
 Experience 50000 HP 500 AC 30
 Speed 50 Attacks 1 Damage 2-500
 Damage Type Physical Range Attack N

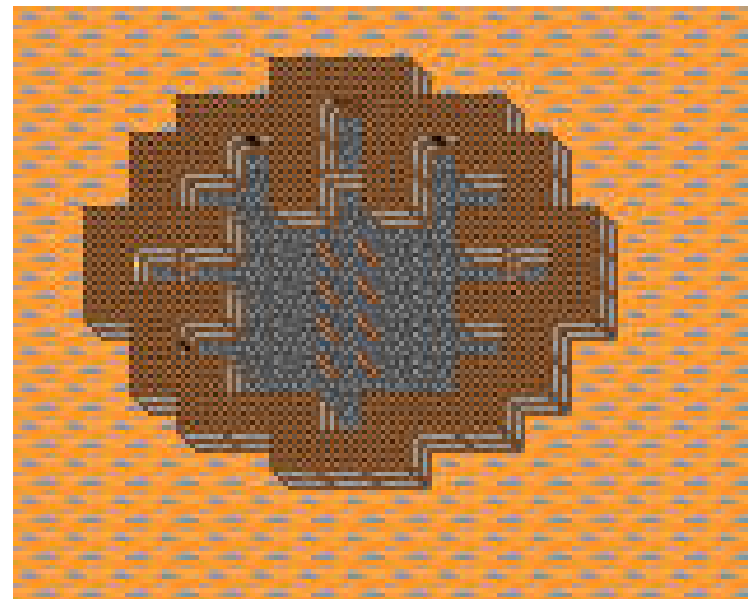
Doom Knight
 Experience 500000 HP 1000 AC 50
 Speed 100 Attacks 4 Damage 2-500
 Damage Type Physical Range Attack N



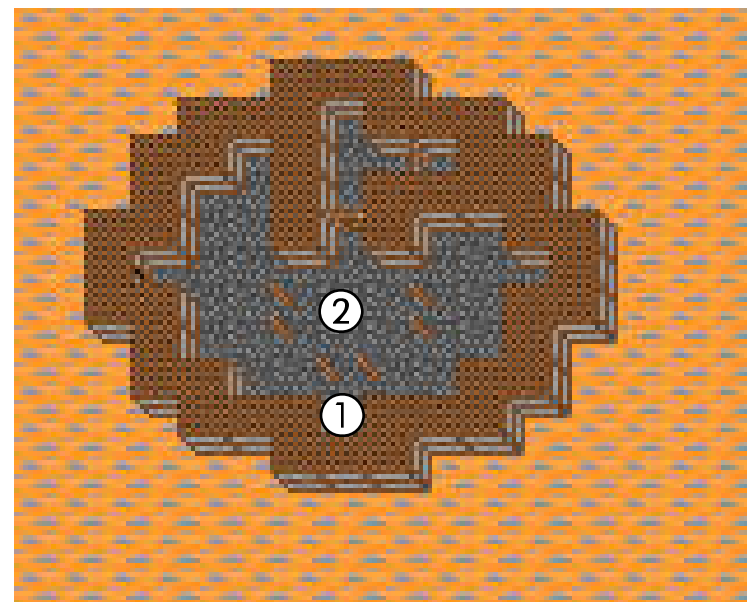
Great Northern Tower Level 1



Great Northern Tower Level 2



Great Northern Tower Level 3



Great Northern Tower Level 4

Great Southern Tower

The Southern Tower is the home of the Thieves' guild on Darkside. Thaddeus, keeper of the fountain, will give you the key to this tower if you visit him in area F4. This is the easiest of the towers in Darkside to complete.

Three Gongs can be found in this tower. The gong on level two will summon Thieves to attack you, but the gongs on level 3 will open passages into the Thieves' treasure room. All gongs require 3 rings to activate them.

Illusionary treasure lies on the floor of level one, apparently unguarded. Touching this treasure sets off an alarm that will summon the Thieves to defend their tower.

Treasure chests on level three will yield great treasure or great dam-

age. Check your clairvoyance spell before opening any of them. The Ali Baba chest requires a password to open. It is "OPEN SESAME."

The Manual of Master Thievery should only be read by Ninjas and Thieves. All others will suffer damage.

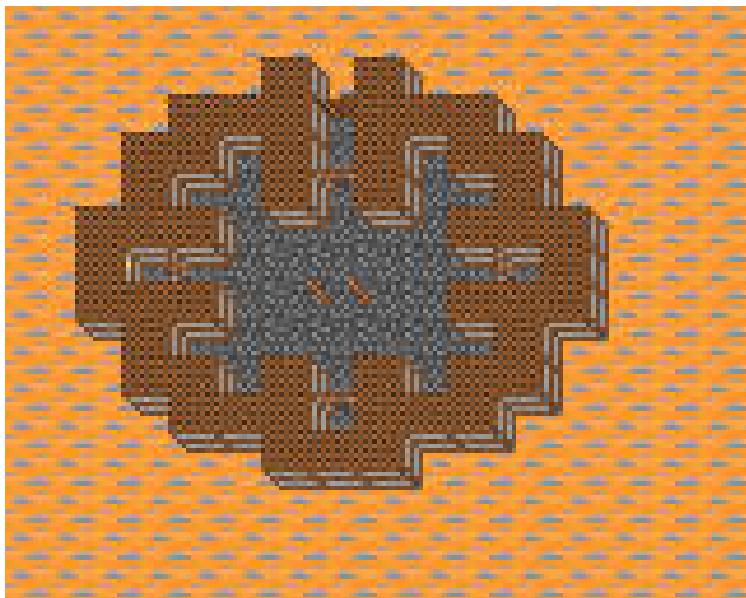
A book marked "For the eyes of the Prince only" will eradicate any character who is not a Prince of Thieves (a title received in Clouds of Xeen). A Prince will gain 5 levels for reading the book.

Monster List

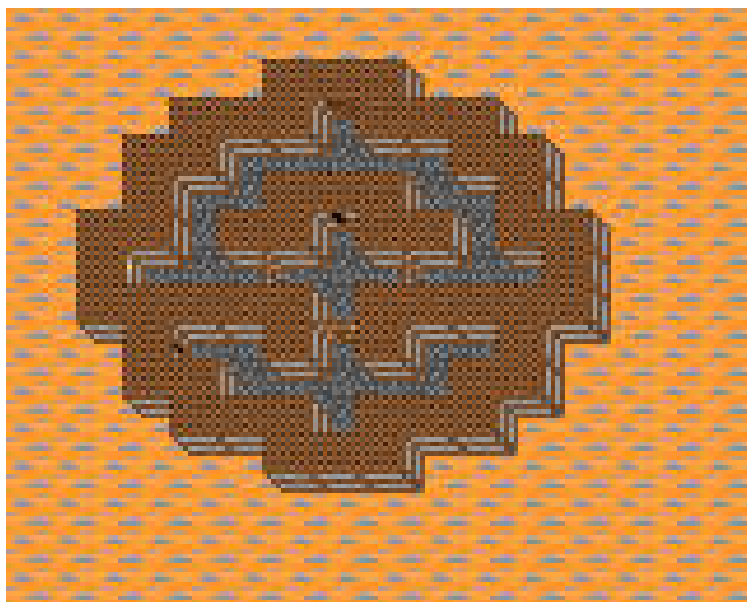
Thief					
Experience	10000	HP	100	AC	15
Speed	40	Attacks	1	Damage	100
Damage Type		Physical		Range Attack	N

Rogue					
Experience	5000	HP	50	AC	10
Speed	30	Attacks	1	Damage	60
Damage Type		Physical		Range Attack	N

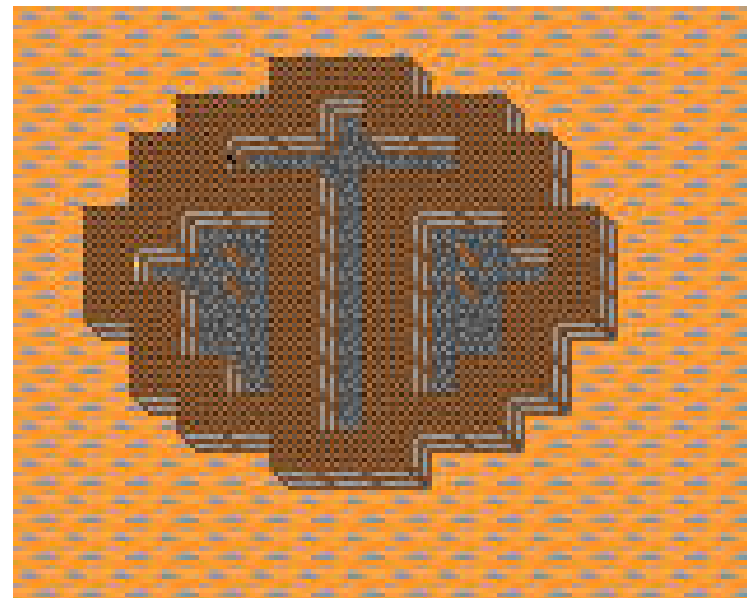
Master Thief					
Experience	20000	HP	100	AC	20
Speed	50	Attacks	1	Damage	250
Damage Type		Physical		Range Attack	N



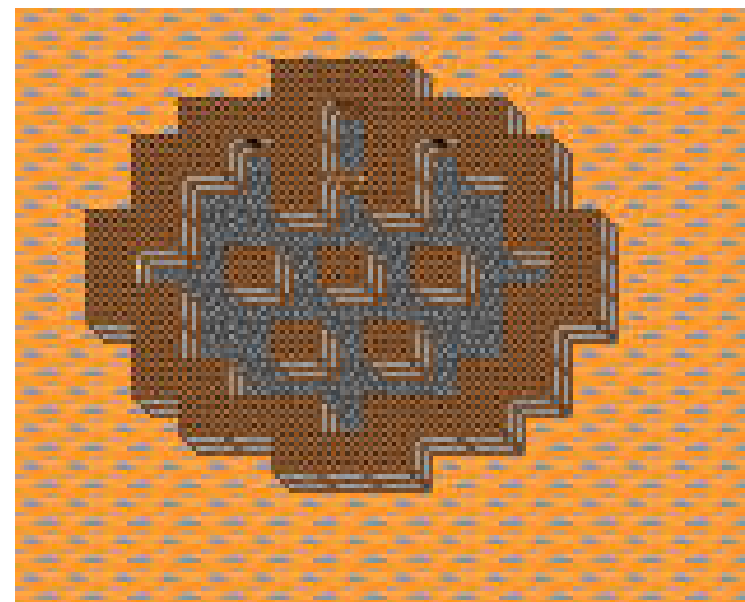
Great Southern Tower Level 1



Great Southern Tower Level 2



Great Southern Tower Level 3



Great Southern Tower Level 4

Great Eastern Tower

The Eastern Tower is probably the most difficult of the Towers to complete. You can find the key to this tower in Sandcaster, guarded by Wizards.

- ① Jewel of Ages
- ② Fountain of life
- ③ Fountain of Minimal Abilities

The Jewel of Ages can be found at location ① on level three. Return the Jewel to Thaddeus, Keeper of the Fountain, in area F4 to restore the Fountain of Youth.

The Book of Fantastic Knowledge is on level four. Only Sorcerers, Rangers, and Archers should read from it; all others take damage.

The Book of Great Power is also on level four. Anyone can read

from it, but it will strip characters of all their secondary skills (including Thievery!) Reading from the book will grant five levels once per character.

The Fountain of Life at location ② will grant a free level, but it will age the drinker fifty years. This aging can be cured by drinking from the fountain of youth.

The Fountain of Minimal Abilities at location ③ will raise any statistic that is less than 10 by 10 for any character. The effects are permanent.

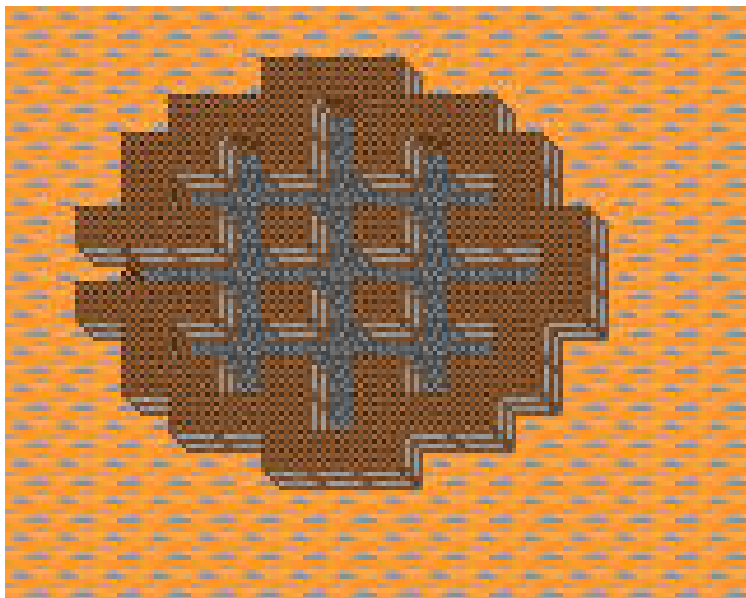
Monster List

Magic Mage					
Experience	200000	HP	300	AC	25
Speed	80	Attacks	1	Damage	10-300
Damage Type		Electricity		Range Attack	Y

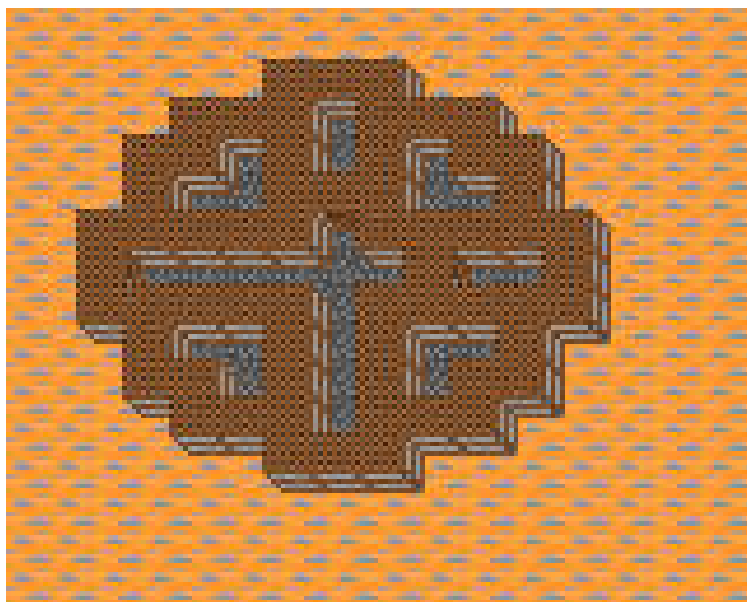
Mystic Mage					
Experience	100000	HP	200	AC	20
Speed	70	Attacks	1	Damage	10-200
Damage Type		Electricity		Range Attack	Y

Mega Mage					
Experience	500000	HP	500	AC	35
Speed	100	Attacks	1	Damage	10-400
Damage Type		Electricity		Range Attack	Y

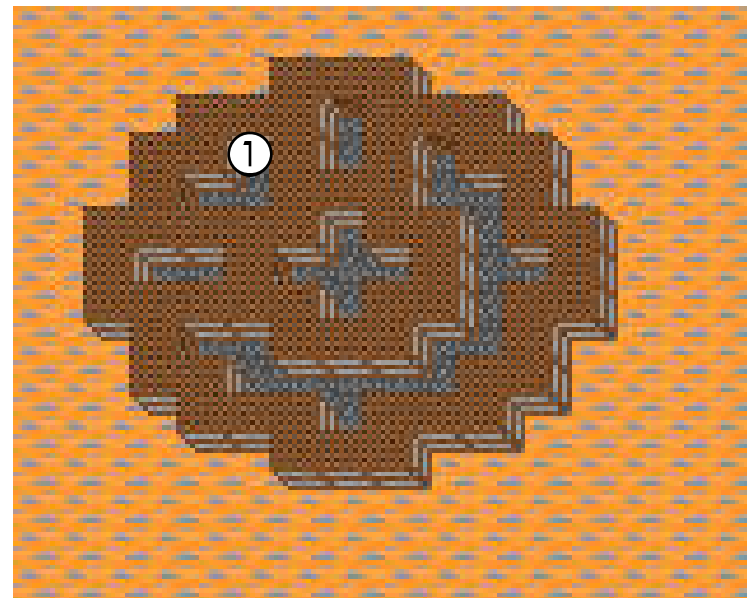
Gamma Gazer					
Experience	1000000	HP	5000	AC	60
Speed	200	Attacks	7	Damage	10-200
Damage Type		Energy		Range Attack	N



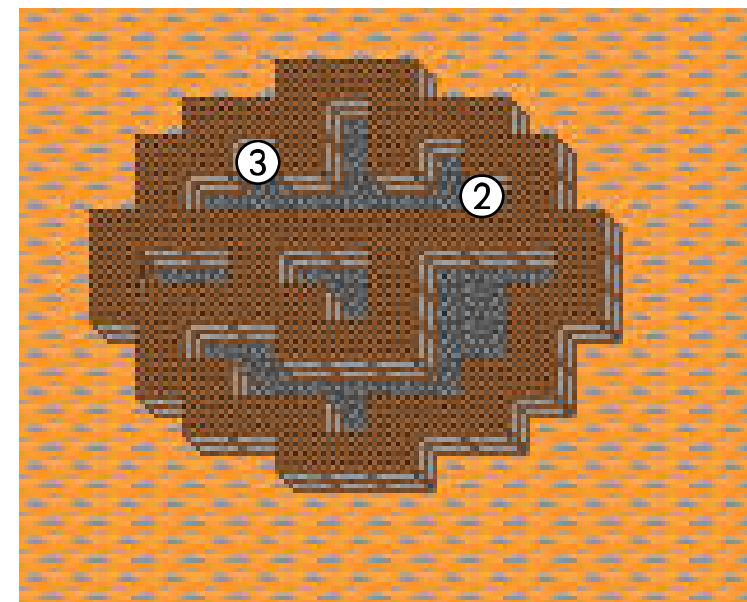
Great Eastern Tower Level 1



Great Eastern Tower Level 2



Great Eastern Tower Level 3



Great Eastern Tower Level 4

Great Western Tower

Like all towers in Darkside, the Western Tower cannot be entered from the front door without a key. You can find the key by entering from the sky-road above the tower and searching at location ①. Once you have the key you should return to Dreyfus in area A2 to let him in the tower.

- ① Western Tower Key
- ② Magical Statue
- ③ Dreyfus' desk

A magical statue rests in an alcove in the center of the tower on the first level at location b. This is one of the statues stolen from Luna the Druid in area A3.

Wall fountains will improve a character's

resistance to the elements if his resistance is low. Be sure to have each character drink from the fountains!

Dreyfus, High Priest of Mok, sits at location ③ when he is in the tower. He will be here to give you your reward for helping him if you have let him in the tower.

Monster List

Cleric of Mok

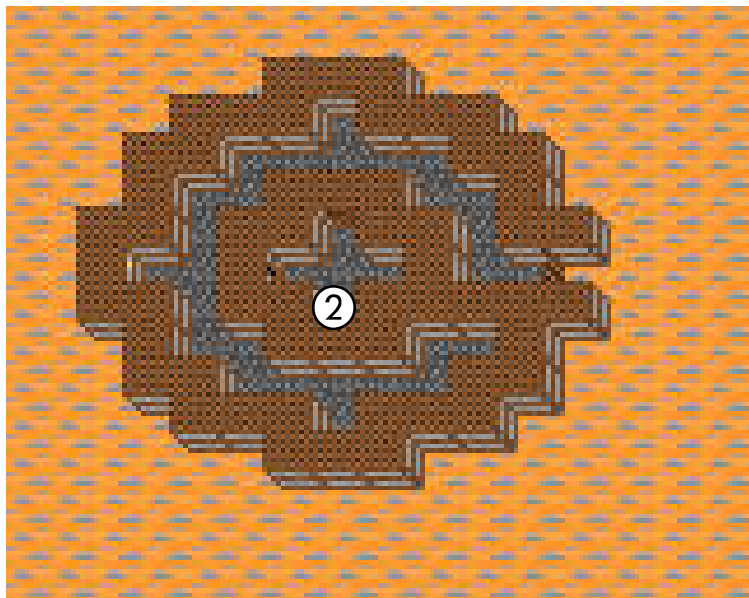
Experience	30000	HP	125	AC	10
Speed	40	Attacks	1	Damage	250
Damage Type		Electricity		Range Attack	Y

Mok Heretic

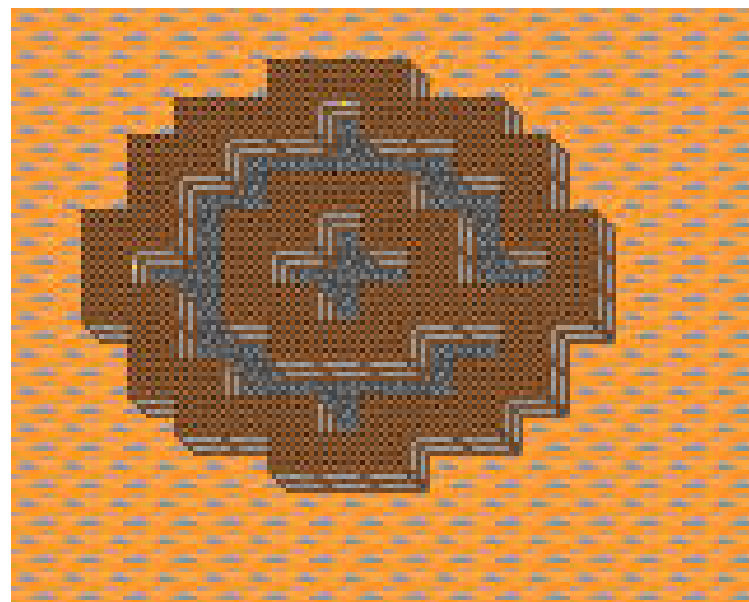
Experience	50000	HP	150	AC	12
Speed	50	Attacks	1	Damage	500
Damage Type		Magic		Range Attack	Y

Cult Leader

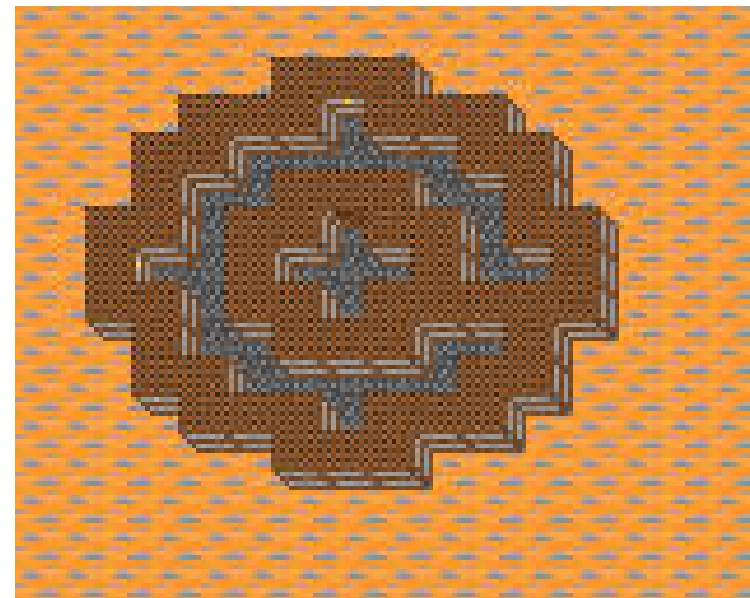
Experience	100000	HP	100	AC	20
Speed	60	Attacks	1	Damage	10-100
Damage Type		Energy		Range Attack	Y



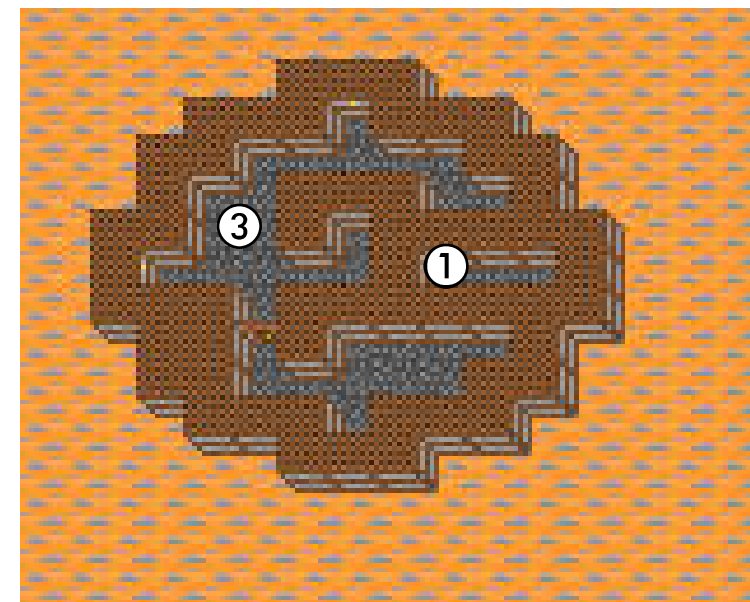
Great Western Tower Level 1



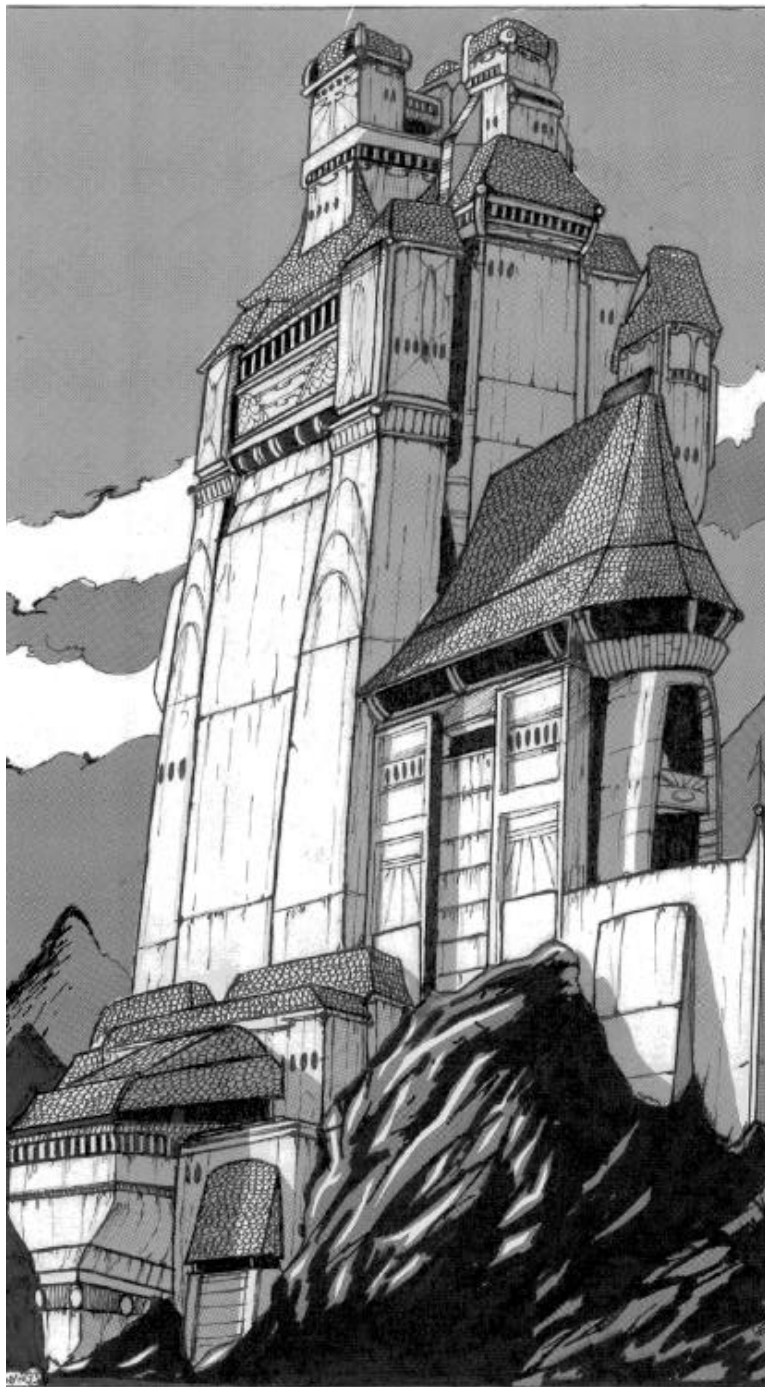
Great Western Tower Level 2



Great Western Tower Level 3



Great Western Tower Level 4



Castles

There are three castles on Darkside, none of which require a key to enter. Castle Kalindra, however, is out of phase and divided into four parts, requiring you to give five Energy Disks per part to Ellinger so that he can restore the castle to reality. You will also be unable to access the lower levels of castle Blackfang unless Ambrose, the Queen's Knight, flies you in. Castle Alamar is open to all who wish to enter.

Castle Kalindra

No key is required to enter Castle Kalindra, but the castle is out of phase and needs to be restored to reality before it can be entered. You will need to give five Energy Disks per level to Ellinger so that he can restore the castle.

Fireplaces often have hidden buttons that will open up new areas of the castle. If you can't find any way into some part of the castle, try searching the fireplaces and pressing the buttons you find.

Wall safes are usually hidden behind tapestries and can be opened by entering the correct combination. Your Thief or Ninja can tell what the combination to a safe is if he is good enough. Wall safes contain everything from armor to Energy Disks.

Barrels of brew will increase your statistics if you drink from them. Queen's brew will raise personality and Knight's brew will raise might.

The sundial on level three will activate the mirror portals. Mirror portals will take you to most places with a name on the map.

Dimitri, Captain of the Guard, is too despondent over the Queen's capture to do anything. If you bring him the Songbird of Serenity he will do what he can to help you rescue the Queen.

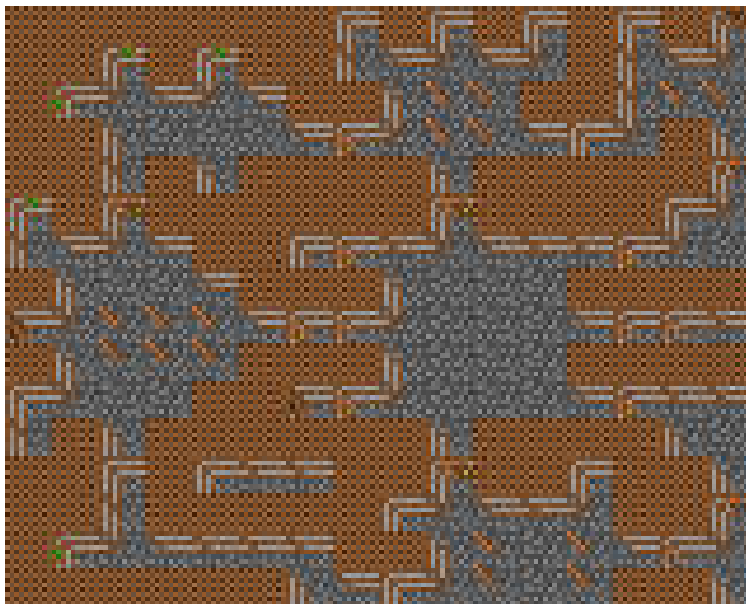
Megan, Dimitri's daughter, will give you the key to the Dungeon of Lost souls if you visit her. The Songbird of Serenity is in the Dungeon of Lost Souls. Both Megan and Dimitri are on level two of the castle.

Monster List

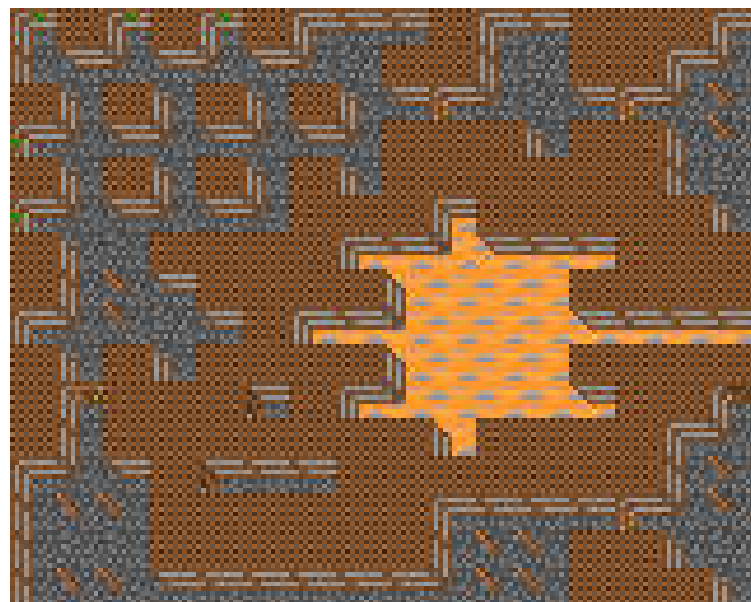
Power Lich					
Experience	200000	HP	500	AC	20
Speed	60	Attacks	1	Damage	10-100
Damage Type		Magic		Range Attack	Y

Dragon Mummy					
Experience	2000000	HP	3000	AC	30
Speed	100	Attacks	1	Damage	2000-4000
Damage Type		Physical		Range Attack	N

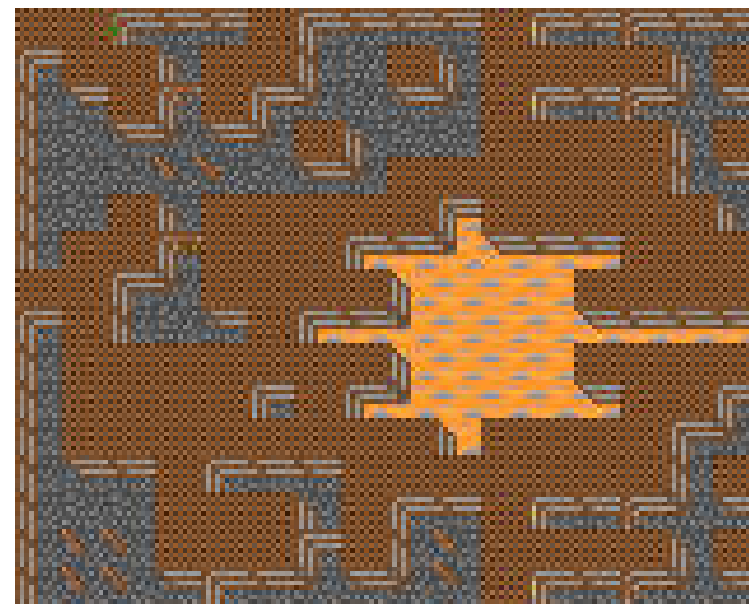
Scraps					
Experience	2000000	HP	3000	AC	30
Speed	100	Attacks	1	Damage	2000-4000
Damage Type		Physical		Range Attack	N



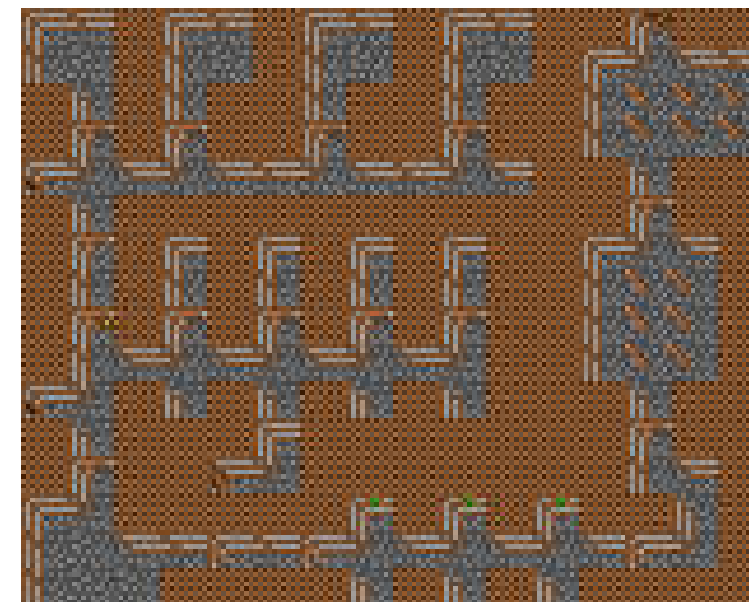
Castle Kalindra Level 1



Castle Kalindra Level 2



Castle Kalindra Level 3



Castle Kalindra Dungeon

Castle Blackfang

No key is required to enter Castle Blackfang, but you will not be able to get into the part of the castle that Queen Kalindra is held in without the help of Ambrose, the Queen's Knight. Ambrose will help you get into the castle once you have paid to have his griffin's bridle enchanted. See the Ambrose quest in area B2 for more information.

- ① Queen Kalindra
- ② Count Blackfang
- ⊕ Trap

Traps are located in inconvenient locations throughout the castle. We have marked the traps with an ⊕ on the map to help you avoid them.

Count Blackfang sleeps in his coffin at location ②. You must slay the Count before you can walk down the stairs to visit Queen Kalindra.

Queen Kalindra languishes at location ①.

When you first visit her she will give you the combination to her safe back on level three of Castle Kalindra. You will need to take her crown from the safe and return it to her in this castle. Once you do so she will provide you with the key to the Great Pyramid.

Coffins with vampires in them abound in Castle Blackfang. Some of the coffins contain treasure (plus an undead occupant). The treasure items are fairly powerful, so it may be worth your while to search the coffins.

Monster List

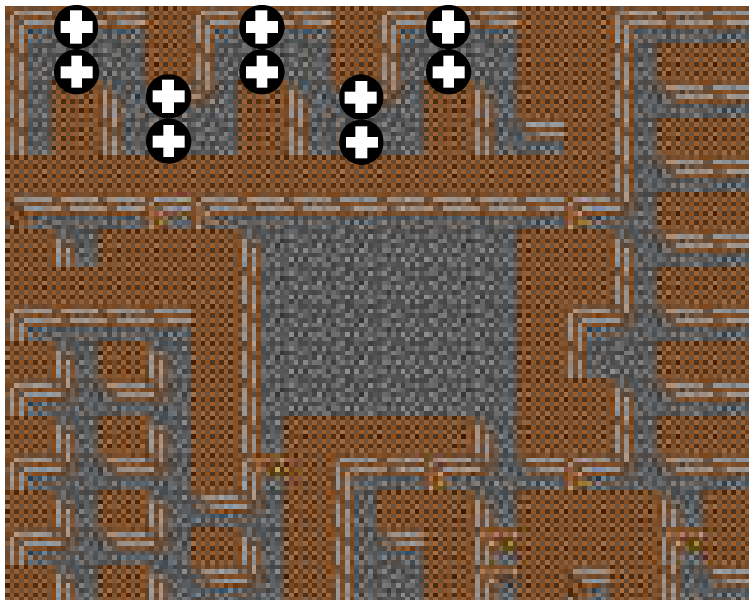
Vampire					
Experience	200000	HP	400	AC	30
Speed	80	Attacks	1	Damage	10-100
Damage Type		Physical		Range Attack	N

Vampire Lord					
Experience	300000	HP	500	AC	35
Speed	100	Attacks	1	Damage	10-300
Damage Type		Physical		Range Attack	N

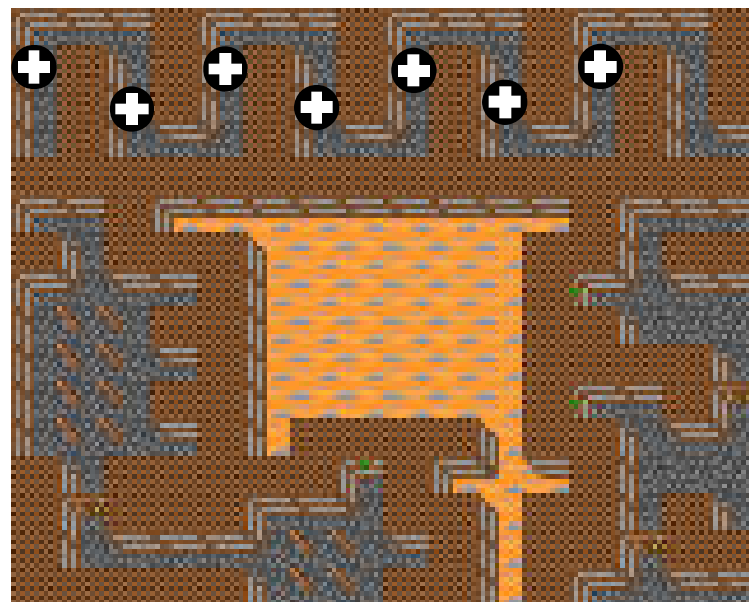
Royal Vampire					
Experience	400000	HP	750	AC	40
Speed	125	Attacks	1	Damage	10-500
Damage Type		Physical		Range Attack	N

Count Blackfang					
Experience	2000000	HP	1500	AC	50
Speed	150	Attacks	1	Damage	10-1000
Damage Type		Physical		Range Attack	N

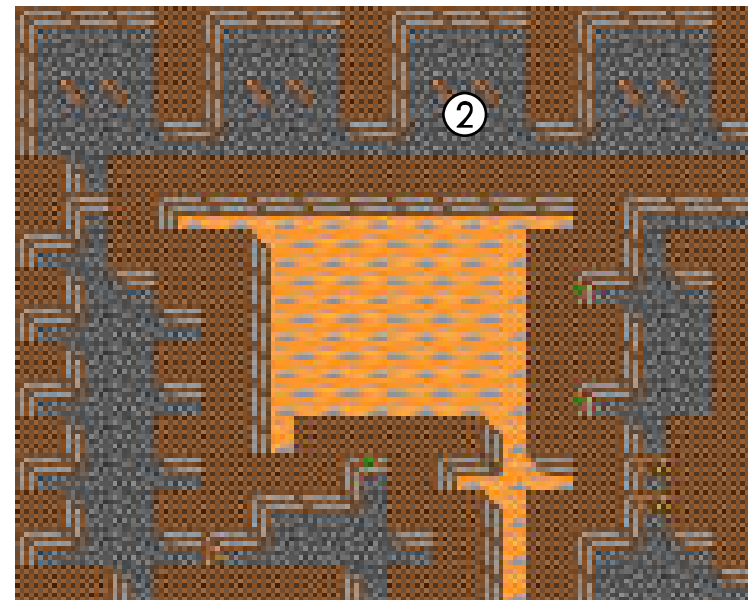
Octopod					
Experience	250000	HP	2500	AC	40
Speed	80	Attacks	1	Damage	2-200
Damage Type		Poison		Range Attack	N



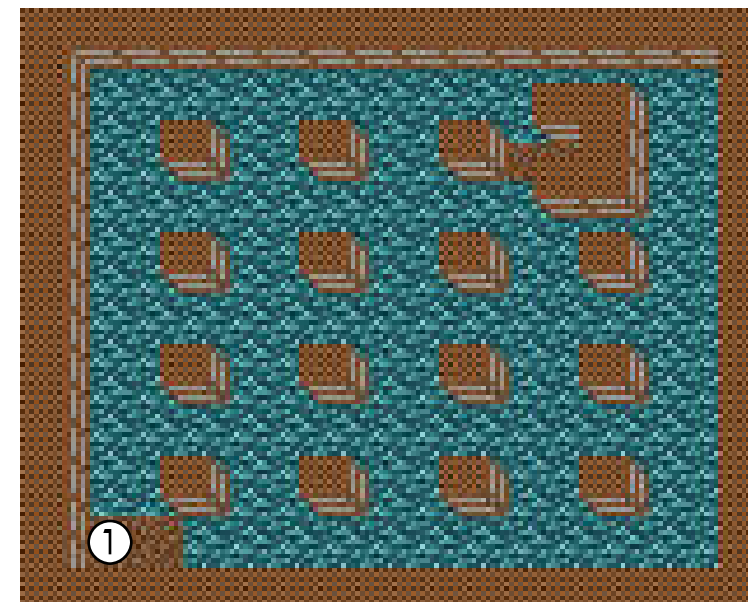
Castle Blackfang Level 1



Castle Blackfang Level 2



Castle Blackfang Level 3



Castle Blackfang Dungeon

Castle Alamar

Nothing stops you from entering Castle Alamar anytime you like. The castle is a difficult place to adventure in, however. When you finally have Corak in his Soulbox, Castle Alamar is the final stop in the game.

- ① Sheltem /Alamar
- ② Prince Roland
- ③ Exit to Clouds of Xeen

Sundials on level two must all be set to nine. When the four dials are set, it is safe to take the path to the center of level two to answer the question of the statue there. The answer is "SHELTEM". Once you have done this, you will be permitted to climb the stairs to level three.

Level three is composed of a mass of elemental squares that will drop you down to level one if you step on the wrong ones. We have drawn the correct path on your map for you to follow.

Sheltem awaits you at the end of level three at location ①. If you do not have Corak in the Soulbox, you will die. If you do, then congratulations! You will win the game and see the Darkside endgame.

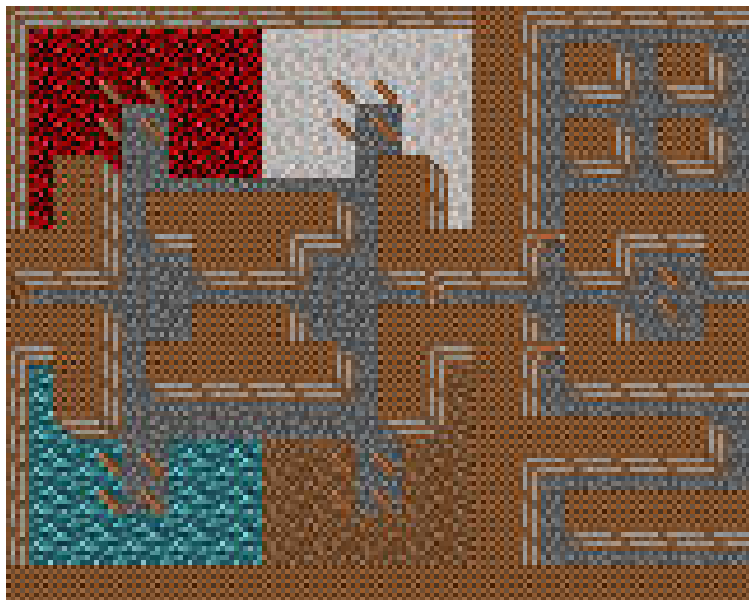
Prince Roland can be found at location ②. To get to him, you will have to get several items from the other side of the world. Refer to the World of Xeen section for more information on this subject.

A passage to Shangri-La on the other side of the world is located at ③. You can use this passage to move between the two games if you have Clouds of Xeen on your hard drive.

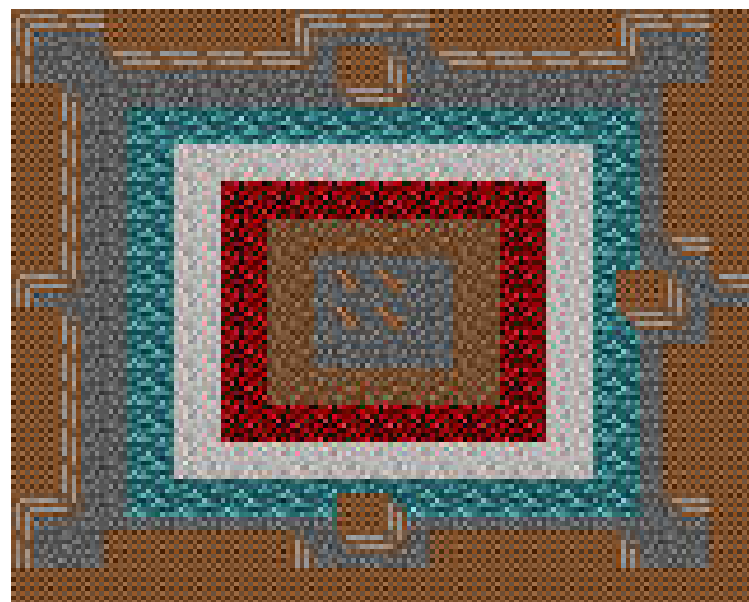
Monster List

Annihilator					
Experience	1000000	HP	1500	AC	40
Speed	200	Attacks	12	Damage	5-250
Damage Type		Energy		Range Attack	Y

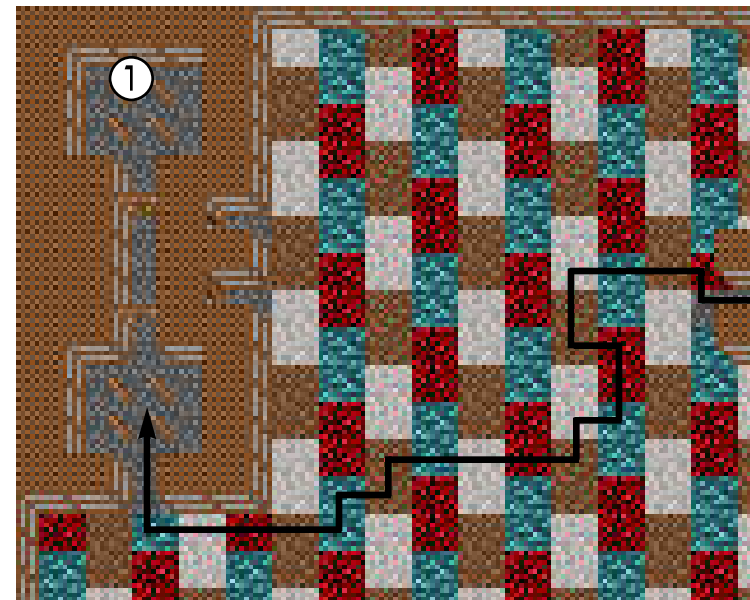
Autobot					
Experience	1000000	HP	2500	AC	100
Speed	200	Attacks	2	Damage	5-500
Damage Type		Energy		Range Attack	N



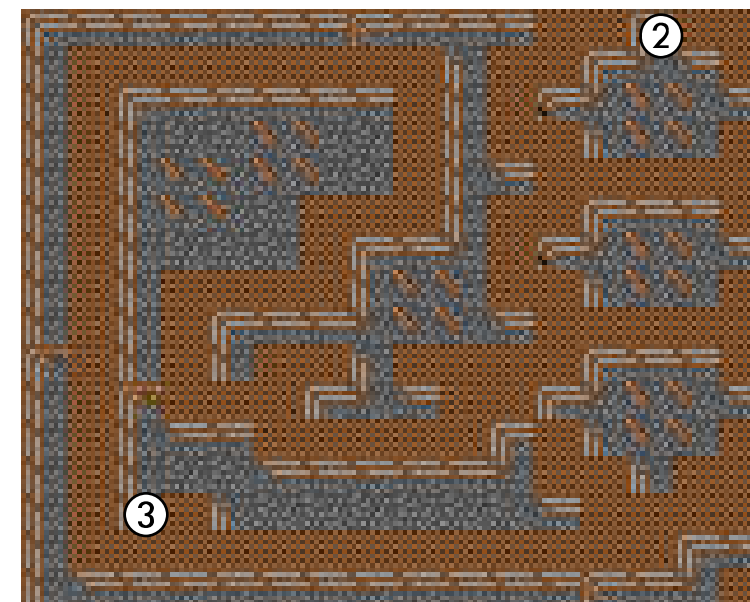
Castle Alamar Level 1



Castle Alamar Level 2



Castle Alamar Level 3



Castle Alamar Dungeon



Dungeons

There are two bona fide dungeons in Darkside, plus the Great Pyramid. As with just about all structures in Darkside, a key is required to enter each. It is not necessary to finish the Temple of Bark to win the game, but the Temple will improve your characters' statistics. The Temple is a good head start to surviving the walk to Sandcaster from Castlevew.

Temple of Bark

The Temple of Bark should be the first dungeon you attempt. Nibbler the Monkeydog has the key in area B3, but you will have to bring him a Monga Melon before he will even TELL you he has the key. Nibbler will ask you to visit the Temple of Bark and then return to him before he gives you the key. When you have done that, he will demand a second Monga Melon. Once you have brought him the second Monga Melon, Nibbler will give you the key to the Temple of Bark.

Strange text in books can be found all over the Temple of Bark. Only a linguist can decipher these works.

Ceiling spears on levels one and two will come down hard on party members who walk in the middle of large rooms or through archways. We have marked each such trap with an ☉ on the map. Use the jump spell to get past these locations when they block your way.

Magic walls will appear in front of the party in some locations. Just back up a step and cast the jump spell to get past these barriers.

Colored potions await drinkers on the first and second levels. Each potion is good for three drinks, then vanishes. Refer to the potion key in the appendix of this clue book to determine what each potion will do.

Black Barrels are explosive and will destroy everything in a room if they are opened. The barrels will damage your characters as well.

Prisoners of the Orcs are kept in cages to await sacrifice to the Orcs' bloody god. Releasing prisoners will win experience. Releasing the sprite in the central room of

level three will win the gratitude of the sprites in the forest above the Temple.

Dials set in the walls on level four can be turned in four directions. Set the western dials to one, the northern to two, and the eastern to three. Once that is done, pull the only lever on level four and drink from the fountain to become a disciple of Bark. Only disciples of Bark can descend to level five.

Gem devouring skulls inhabit level five. If you feed the skulls to the

south five gems each, they will activate the four fountains in the fruit rooms. These fountains will increase elemental resistance in characters whose resistance is below 50. If you feed the skulls to the north five gems each, you will release the horrible Barkman from his prison in the central chamber of level five. Barkman has 40000 hit points and does a lot of damage when he hits. If you manage somehow to slay Barkman, you will gain access to the huge treasures in the chests on this level.

Monster List

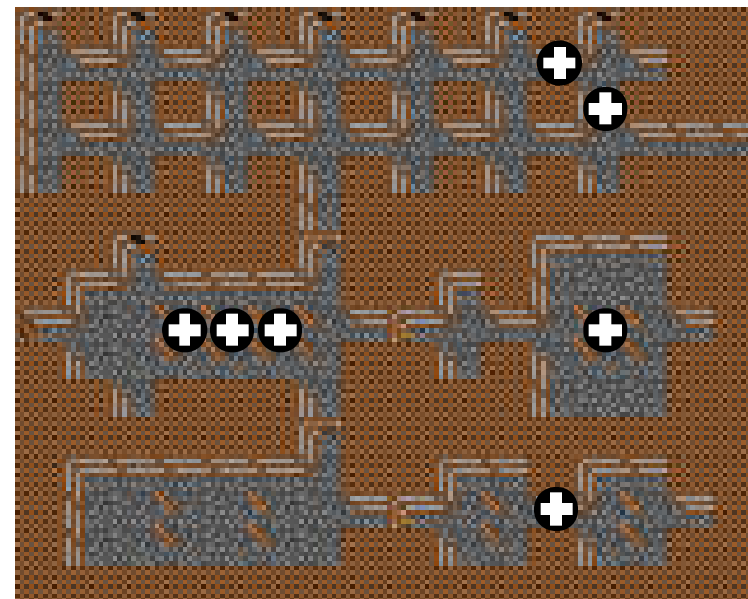
Orc Guard
 Experience 5000 HP 60 AC 10
 Speed 20 Attacks 1 Damage 3-30
 Damage Type Physical Range Attack N

Orc Shaman
 Experience 10000 HP 50 AC 15
 Speed 30 Attacks 1 Damage 5-25
 Damage Type Cold Range Attack Y

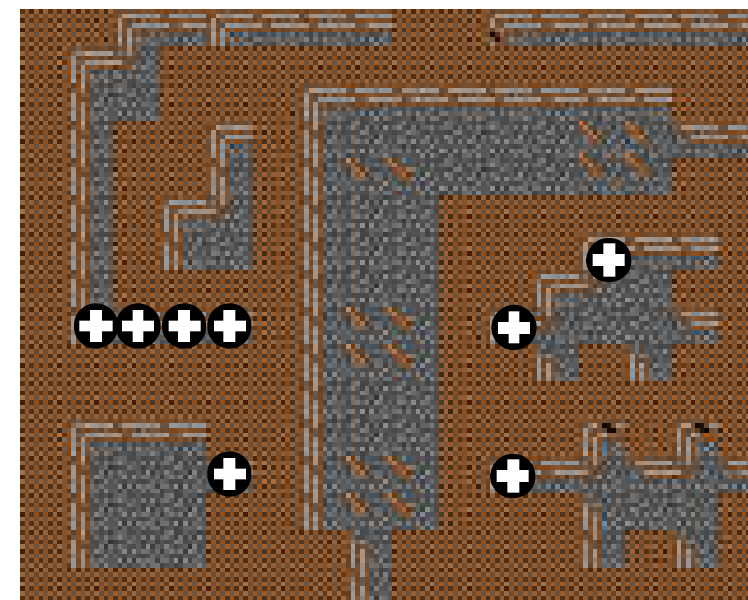
Orc Elite
 Experience 15000 HP 200 AC 15
 Speed 40 Attacks 2 Damage 5-50
 Damage Type Physical Range Attack N

Shaalth
 Experience 20000 HP 300 AC 15
 Speed 50 Attacks 1 Damage 5-50
 Damage Type Cold Range Attack N

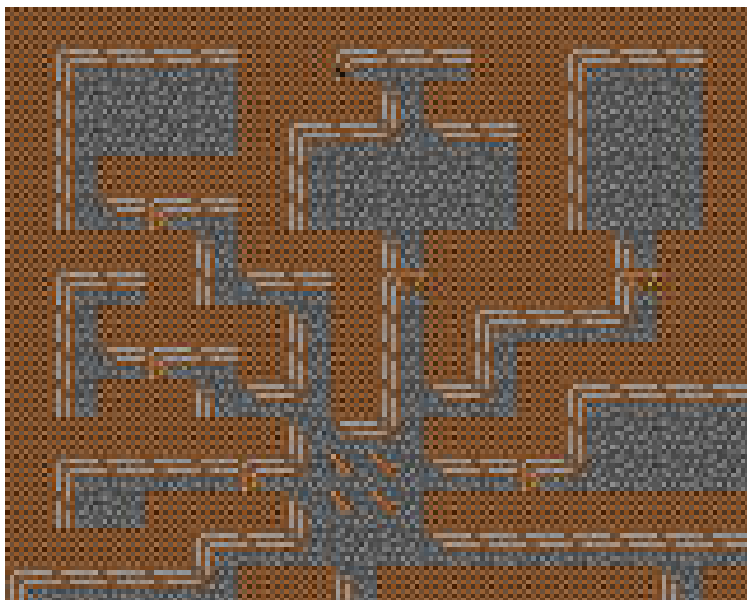
Barkman
 Experience 4000000 HP 40000 AC 25
 Speed 100 Attacks 3 Damage 250
 Damage Type Fire Range Attack N



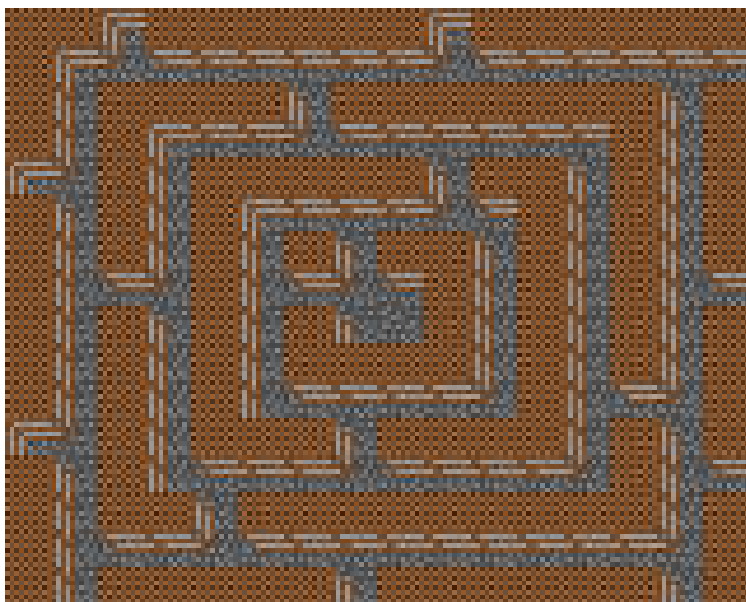
Temple of Bark Level 1



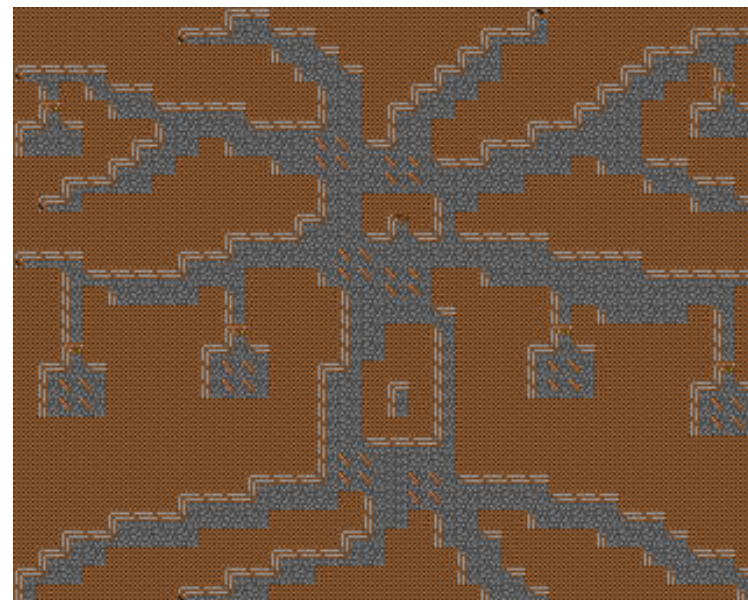
Temple of Bark Level 2



Temple of Bark Level 3



Temple of Bark Level 4



Temple of Bark Level 5

Dungeon of Lost Souls

The key to the Dungeon of Lost Souls is in the hands of Megan, daughter of Dimitri, Captain of the Guard. You will have to have restored the first two levels of Castle Kalindra before you can visit them. At the bottom of this dungeon is the Songbird of Serenity. You must give the songbird to Dimitri so that he can carry on with his duties.

① Songbird of Serenity

Hourglasses on level one must be turned over before you descend. If you don't turn them all, you will be punished for it later. There are only four hourglasses to turn.

Four levers on level two must be pulled before you can descend to level three. We have marked the levers with an Ⓢ on your map.

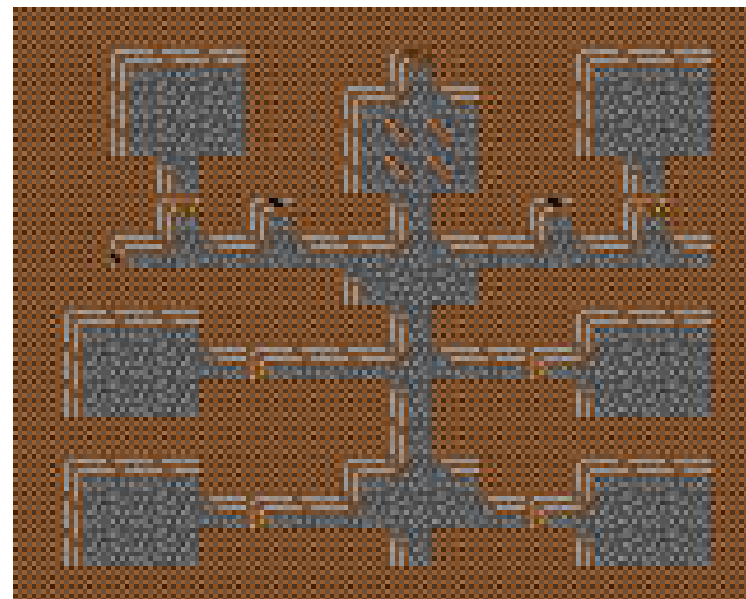
Four dials on level three must be turned up before you can pull the lever (marked with an x). Once you pull the lever you must drink from all of the positive

soul waters before you descend to the next level.

Pull the levers marked as letters on your level four map in alphabetical order to descend to level five.

The Songbird of Serenity is at location ① on level five. There are other songbirds here as well. Freeing them will increase your party's statistics.

An important message is spelled out in the walls of level five.

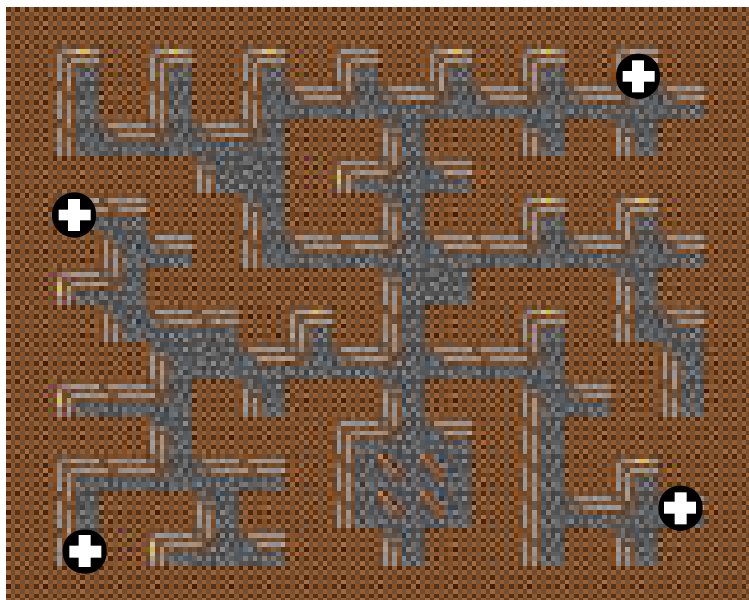


Dungeon of Lost Souls Level 1

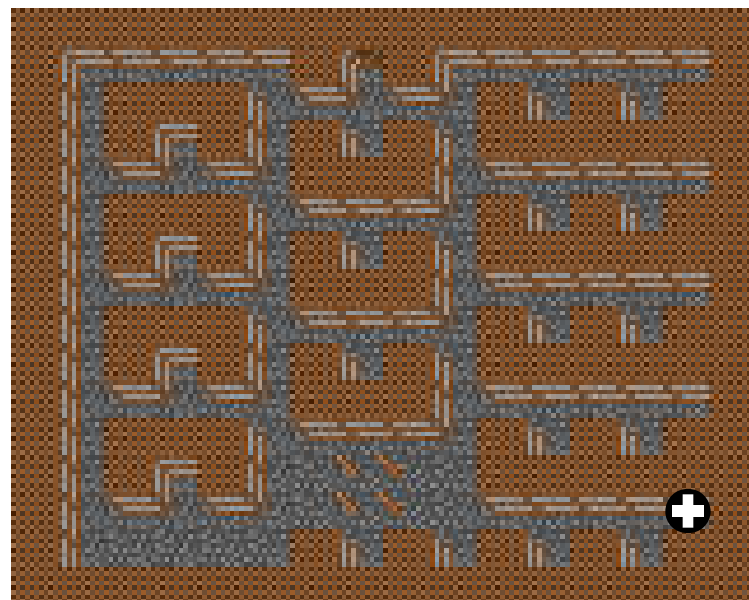
Monster List

Minotaur					
Experience	250000	HP	2000	AC	80
Speed	120	Attacks	1	Damage	100-400
Damage Type		Physical		Range Attack	N

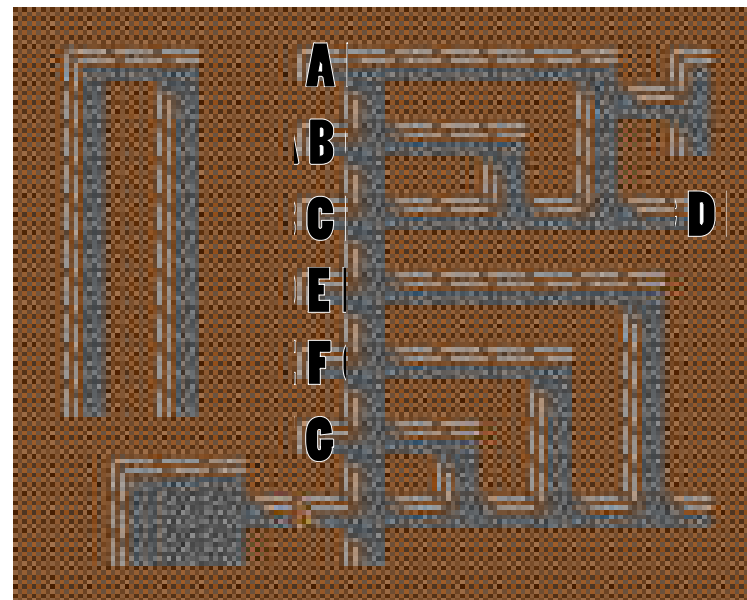
Gorgon					
Experience	50000	HP	4000	AC	90
Speed	100	Attacks	1	Damage	100-300
Damage Type		Physical		Range Attack	N



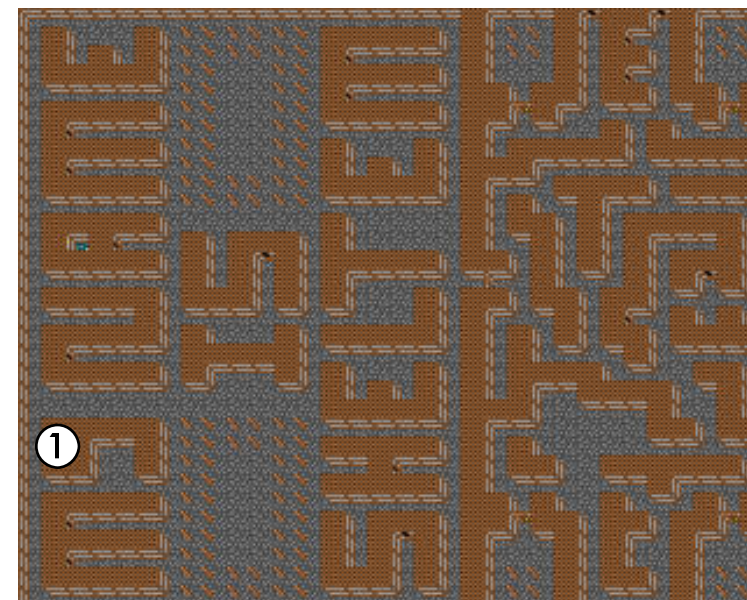
Dungeon of Lost Souls Level 2



Dungeon of Lost Souls Level 3



Dungeon of Lost Souls Level 4



Dungeon of Lost Souls Level 5

Great Pyramid

The Great Pyramid is the home of the Dragon Pharaoh, Guardian of Xeen. The key to the pyramid is in the hands of the Queen. You will have to free Queen Kalindra from the Vampires of Castle Blackfang before she will give you the key. Be well protected against elements before entering the Great Pyramid.

Six Torches on level one near the entrance to the pyramid must be lit before you can ascend to the next level. Each torch can be lit by pulling one of the six levers marked by an ☉ on your map.

A series of riddles on level one refer to the numbers 3,4,5,6,7,8,9, and 10. Answer each riddle correctly and pull the lever in the small room to the south of the riddles. A passage will open in the southeast corner of the riddle room, allowing access to a huge treasure trove.

A simple arithmetic riddle will be asked on level two before you can ascend to level three. The answer is 1701 and

can be worked out by visiting the statues on level two.

Level three is a spiral that leads to a staircase to level four. There are four locations on the level that will teleport you to an earlier position in the level. These teleports are marked on the level three map and can be overcome by jumping over them.

The Dragon Pharaoh resides on level four. He will direct you to investigate Corak's ship when you first visit him. You will need to visit the Pharaoh a few times before you win the game.

The Brew of Pure Power should not be

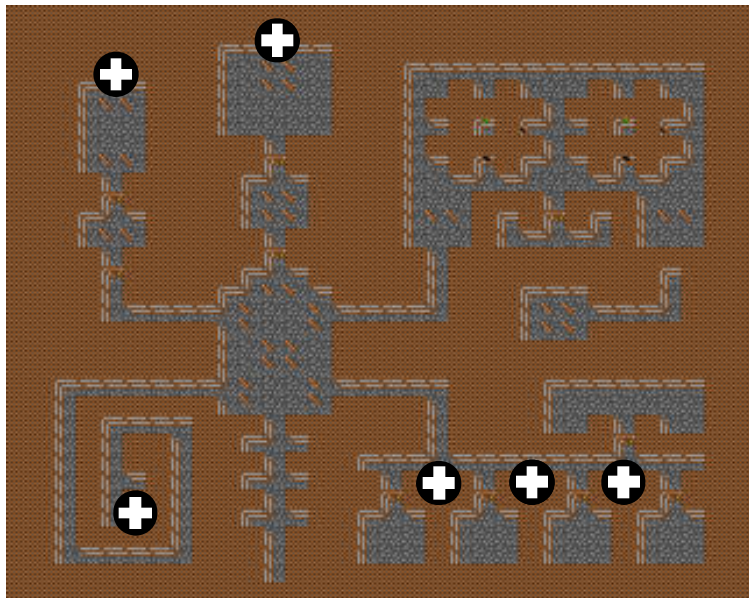
touched under any circumstances. The Brew will eradicate characters foolish enough to drink from it.

A single wall safe is hidden in the Pharaoh's quarters. The wall safe's combination is 20,30,1.

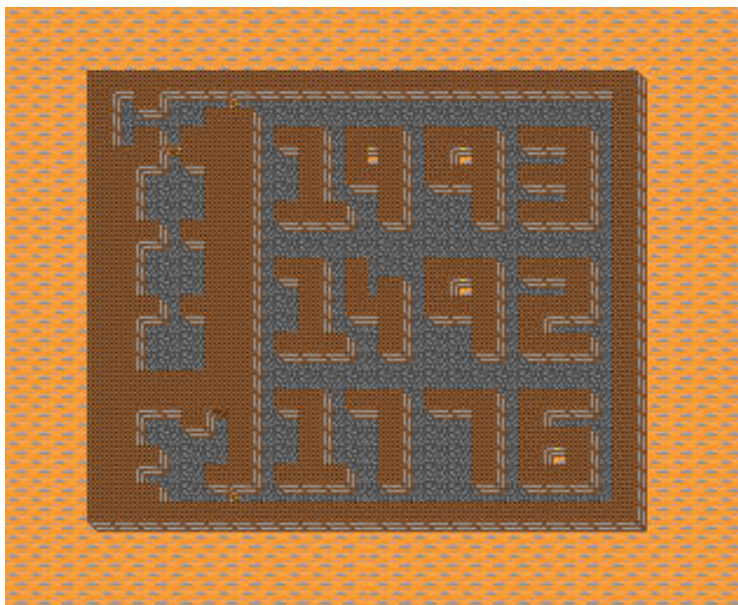
Monster List

Cloud Dragon					
Experience	500000	HP	2000	AC	40
Speed	150	Attacks	1	Damage	600
Damage Type		Cold		Range Attack	Y

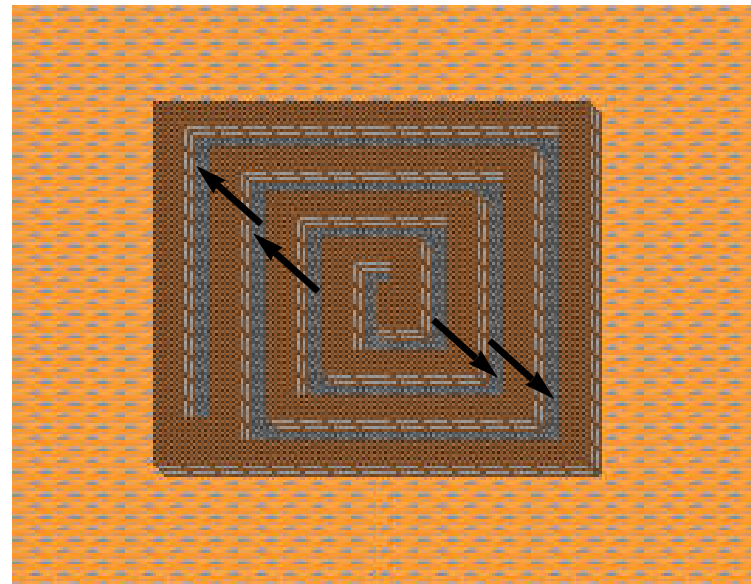
Green Dragon					
Experience	500000	HP	2500	AC	50
Speed	150	Attacks	1	Damage	500
Damage Type		Fire		Range Attack	Y



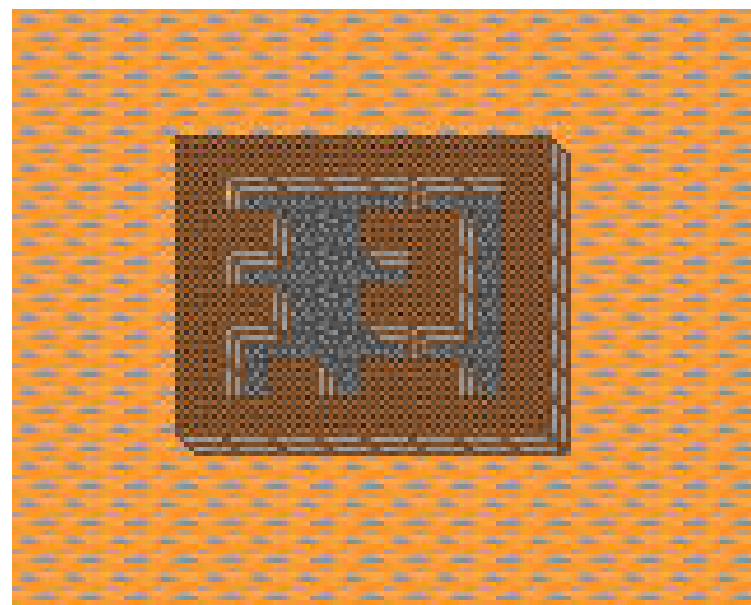
Great Pyramid Level 1



Great Pyramid Level 2



Great Pyramid Level 3



Great Pyramid Level 4



Outdoor Areas

There are 24 outdoor areas in Darkside. We have grouped them into six zones with four areas in them for the cluebook. Each map has a name like "A1" or "B3". You can find the name of a map by looking at the map that came with your copy of Darkside of Xeen. There are six letters printed across the top of the map (A-F) and four numbers printed on the side (1-4). Simply cross-reference the letters with the numbers to find the name of the map.

Outdoors Areas

A1,A2,B1,B2

This area is mostly lava and mountains. Castle Alamar squats in the center of the lava mass, and Necropolis lies at the edge of the Desert of Doom in area B2. This is not a friendly area, and the monsters here are among the toughest in the game. Avoid coming here until your characters are very powerful.

Ambrose, the Queen's Knight, needs help taming a griffin he has caught near Griffin Pass. He is suspicious of strangers, however, and will ask you who sent you to him. Tell him that "DIMITRI" sent you. Once the introductions are out of the way, Ambrose will ask you to take a bridle to Natasha the Enchantress in Sandcaster for enchanting. The enchantment will cost 50,000 gold pieces. When you have enchanted the bridle, bring it back to Ambrose so that he can use the griffin to fly you into Castle Blackfang.

Two strange spacecraft have crashed in this region. You will be

unable to enter one of them until you have visited the Dragon Pharaoh.

Genies in lamps will reward adventurers who free them... usually. Some genies have spent so much time in their lamps that they have grown bitter. These genies will take their anger out on the first person they see. One more warning: If a genie offers all of his money, don't take it! The genie will resent you and gain revenge at a later date.

Freeda the Mountaineer will teach you the Mountaineering skill in area B2 for 5,000 gold per character. Two of your characters must have the skill before you

will be able to climb mountains.

Barbarian Archer camps should be left alone, if

you intend to get along with the Barbarians later. Destroying the camps will make the Barbarians hate you.

Monster List

Gamma Gazer					
Experience	1000000	HP	5000	AC	60
Speed	200	Attacks	7	Damage	10-200
Damage Type		Energy		Range Attack	N

Lava Dweller					
Experience	500000	HP	1500	AC	30
Speed	40	Attacks	1	Damage	5-500
Damage Type		Fire		Range Attack	N

Barbarian					
Experience	5000	HP	50	AC	5
Speed	40	Attacks	3	Damage	1-20
Damage Type		Physical		Range Attack	Y

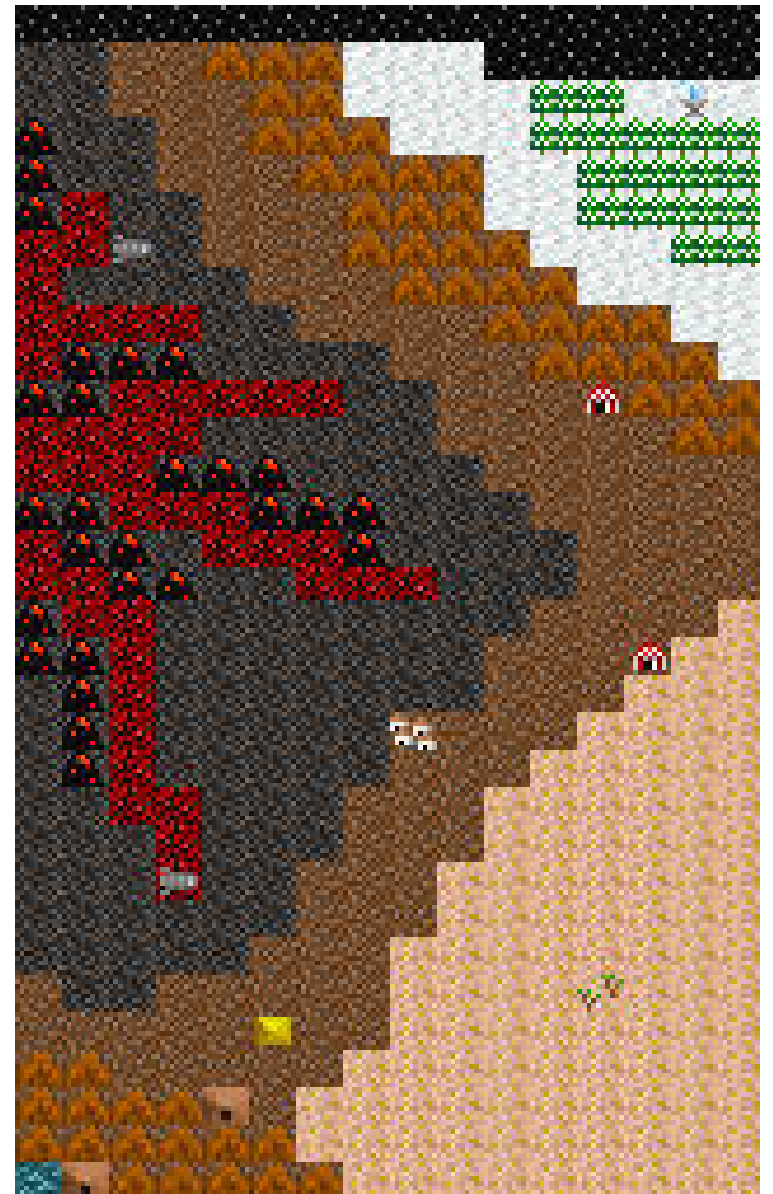
Griffin					
Experience	60000	HP	800	AC	35
Speed	150	Attacks	2	Damage	50-300
Damage Type		Physical		Range Attack	N

Giant					
Experience	100000	HP	500	AC	25
Speed	45	Attacks	2	Damage	100-500
Damage Type		Physical		Range Attack	N

Iguanasaurus					
Experience	100000	HP	2500	AC	20
Speed	30	Attacks	1	Damage	10-500
Damage Type		Physical		Range Attack	N



Area A1 & A2



Area B1 & B2

Outdoor Area A3,A4,B3,B4

This region is the safest place in Darkside. Castleview is on the edge of the River of Wrath in area A3, while Castle Kalindra lies near the edge of the world in the same area. No monster in this region should present much of a challenge, even to weak characters.

Castle Kalindra is out of phase and cannot be entered without first giving five Energy Disks to Ellinger. Ellinger can be found at the top of his tower in Castleview.

Castleview cannot be reentered until you have purchased a town pass from Justine the Thief. Justine is located just outside of town.

Nibbler the Monkeydog wants Monga Melons. You can find Monga Melons in areas A4 and B4. Nibbler wants one melon before he will tell you about the Temple of Bark, then he will ask you to visit the Temple and return to him. He will ask for a second

Monga Melon if you return to him after visiting the Temple. Once you have delivered the second Monga Melon to him he will give you the key to the Temple of Bark.

Luna the Druid has lost three magical statuettes she needs to support her healing powers. Luna will reward you very well if you return the statuettes to her. There is one statuette in the sewer below Lakeside, one in Necropolis, and one in the Western Tower.

Kramer the Caravan Owner is plagued by marauding ogres. You can receive a reward from Kramer if you eliminate the ogres near

Ogre Pass.

Yog the Barbarian is the chief of the Sardaj tribe. Yog can only give you some food to help you out in your quest, and maybe a little information. If you have attacked any of his people's encampments, Yog will probably attack you when you visit him.

Dreyfus, High Priest of Mok, sits in his tent in area A3. He has been deposed by heretics in his cult and locked out of the Western Tower. If you can find the key and let him in, Dreyfus will reward you from his desk inside the tower. The key is in a small room on the fourth level of the tower that can be reached from the Skyroads.

Four Gemsmiths have shops near Acid Pond. The smiths will turn diamonds, emeralds, rubies, or sapphires into magic weapons or armor if you pay them in gems.

Brother Reger meditates at the edge of the world in area A4. Brother Reger will ask members of the Drawkcab society what it is that the monks of Castleview are studying. The answer is PALINDROMES.

Vespar the Wizard has lost the emerald handle of his staff. The handle can be found just off the road to Sandcaster in area E3. If you return it to him, Vespar will give you the key to Sandcaster.

Monster List

Arachnoid
Experience 4000 HP 50 AC 10
Speed 40 Attacks 1 Damage 3-15
Damage Type Poison Range Attack N

Barbarian
Experience 5000 HP 50 AC 5
Speed 40 Attacks 3 Damage 1-20
Damage Type Physical Range Attack Y

Electrapede
Experience 10000 HP 200 AC 10
Speed 50 Attacks 1 Damage 50
Damage Type Electricity Range Attack N

Yog
Experience 25000 HP 100 AC 5
Speed 60 Attacks 1 Damage 30
Damage Type Physical Range Attack N

Medusa Sprite
Experience 5000 HP 30 AC 5
Speed 30 Attacks 1 Damage 3-9
Damage Type Physical Range Attack N





Area A3 & A4



Area B3 & B4

Outdoor Areas

C1,C2,D1,D2

This region is made up of snow, mountains, and desert. You can find the Great Pyramid in the center of the Desert of Doom. The desert monsters aren't too powerful, but you should be at least 15th level before you venture here. Remember, you will lose four hours per step in the desert if you don't have a navigator!

Enchanted boulders dot the landscape in the Desert of Doom. Each one contains a clue to a question that one of them will ask you. The correct answer is "PALADIN." Once you have answered the question, revisit the other boulders. Each boulder will give you an obsidian piece of armor or a weapon.

Gurodel the Giant will give you Energy Disks if you behave yourself when you first meet him. He will not listen to what you have to say, however, if you have destroyed any Giant encampments.

Monster List

Arachnoid	Experience	4000	HP	50	AC	10
	Speed	40	Attacks	1	Damage	3-15
	Damage Type		Poison		Range Attack	N

Griffin	Experience	60000	HP	800	AC	35
	Speed	150	Attacks	2	Damage	50-300
	Damage Type		Physical		Range Attack	N

Giant	Experience	100000	HP	500	AC	25
	Speed	45	Attacks	2	Damage	100-500
	Damage Type		Physical		Range Attack	N

Iguanasaurus	Experience	100000	HP	2500	AC	20
	Speed	30	Attacks	1	Damage	10-500
	Damage Type		Physical		Range Attack	N

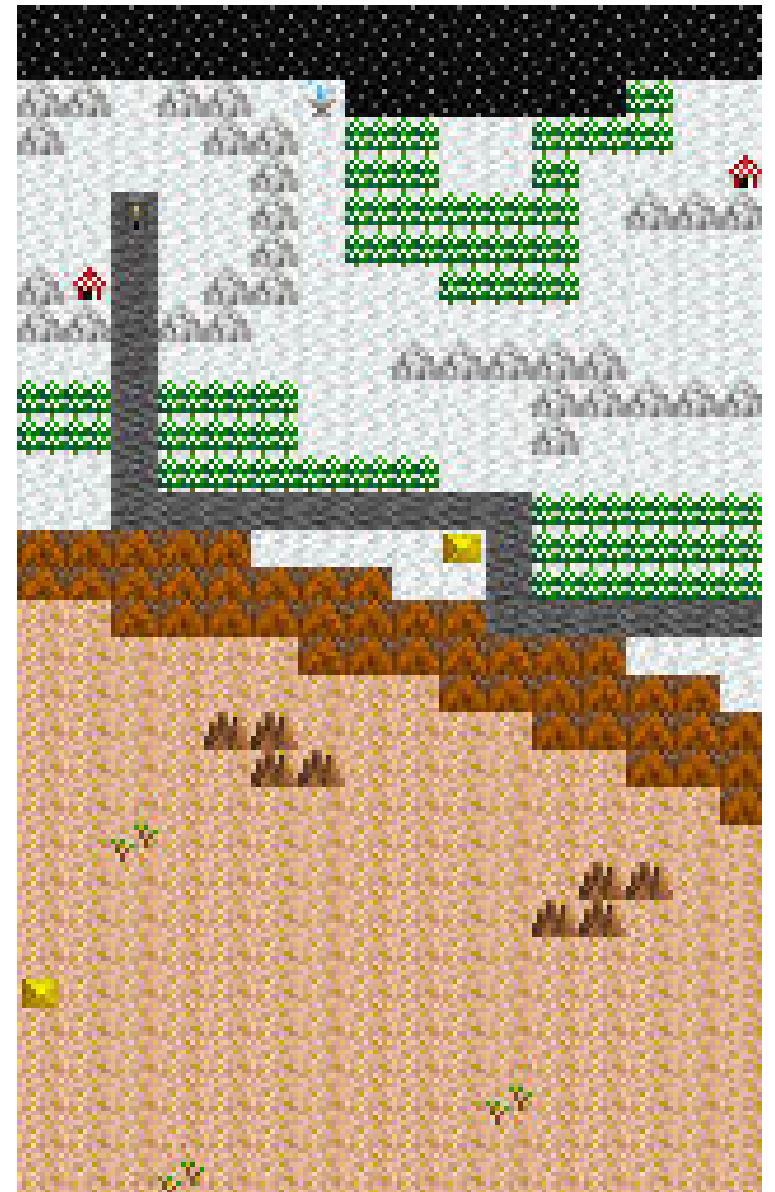
Sand Flower	Experience	10000	HP	100	AC	10
	Speed	50	Attacks	5	Damage	5-25
	Damage Type		Physical		Range Attack	N

Gurodel	Experience	100000	HP	750	AC	30
	Speed	60	Attacks	2	Damage	100-600
	Damage Type		Physical		Range Attack	N

Vulture Roc	Experience	200000	HP	2500	AC	50
	Speed	150	Attacks	1	Damage	5-300
	Damage Type		Physical		Range Attack	N



Area C1 & C2



Area D1 & D2

Outdoors Area C3,C4,D3,D4

This region is mostly composed of forest and mountains. The forest is filled with sprites, wolves, and ogres thirsty for adventurer blood. The monsters in this region are tougher than those nearer Castlevia, but they are still relatively weak. Don't forget, however, that sprites can turn unlucky characters to stone!

Sharla the sprite wants some heroes to enter the Temple of Bark and rescue the sprites in the Temple from the Orcs. She will reward you with Energy Disks if you free the prisoners and return to her.

Graalg, Chief of the Ogres, works for Almar. His is a simple mind, though, and is easily manipulated. Threaten him with violence and he will give you what you want: Energy Disks.

Magic fruit can be found in huts in the forest. Some of the fruit is dangerous, so be sure to check your clairvoyance gargoyles before you partake.

Troll Holes can open beneath your feet if you step on them without a levitate spell. Some of the Troll Holes have treasure in them, so you may want to search them if you don't mind fighting trolls.

Monster List

Medusa Sprite					
Experience	5000	HP	30	AC	5
Speed	30	Attacks	1	Damage	3-9
Damage Type		Physical		Range Attack	N

Dark Wolf					
Experience	10000	HP	70	AC	10
Speed	70	Attacks	3	Damage	3-24
Damage Type		Physical		Range Attack	N

Ogre					
Experience	10000	HP	100	AC	15
Speed	30	Attacks	1	Damage	4-40
Damage Type		Physical		Range Attack	N

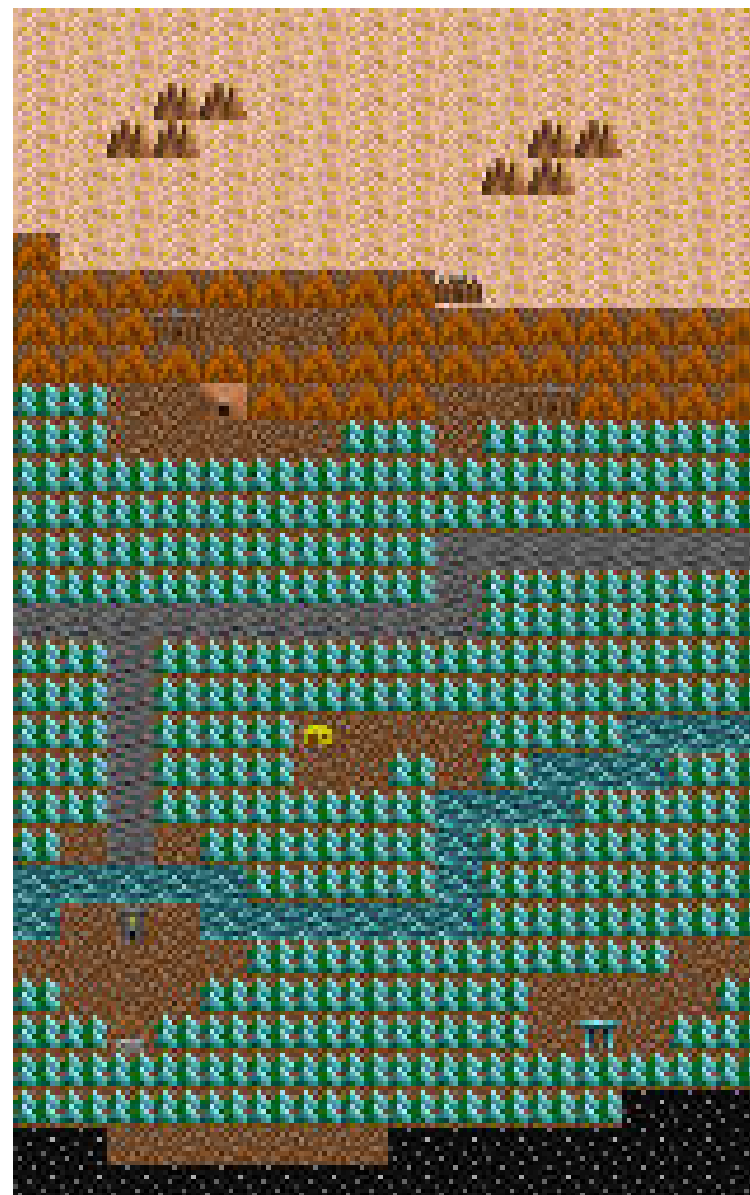
Sharla					
Experience	10000	HP	50	AC	5
Speed	50	Attacks	1	Damage	3-12
Damage Type		Physical		Range Attack	N

Vulture Roc					
Experience	200000	HP	2500	AC	50
Speed	150	Attacks	1	Damage	5-300
Damage Type		Physical		Range Attack	N

Graalg					
Experience	20000	HP	200	AC	15
Speed	50	Attacks	1	Damage	5-50
Damage Type		Physical		Range Attack	N



Area C3 & C4



Area D3 & D4

Outdoors Area

E1,E2,F1,F2

This part of the map is mostly snow and mountains. Castle Blackfang and Lakeside town are the only two elements of civilization (if you can call the vampires of Blackfang civilized) in the region. The monsters here are especially tough, so be prepared for violence if you come here.

Two wizards near Magic Mountain are camped out in the snow for different reasons. One wants to buy the treasure map you can get from Jethro the Cartographer in Castlevue for some gems. Since you can't find anything with the map, be sure to sell it to him. The other wizard simply points out the 1000 spell points available in the nearby Fountain of Great Magic.

Ector the Woodsman has lost his ring, and will reward you handsomely for its return. The ring is in one of the woodpiles in the snow near his hut.

The Dungeon of Lost Souls is in the middle of the Isle of Lost Souls. You can get the key from Megan on level two of Castle Kalindra.

Castle Blackfang cannot be entered from the ground without the help of Ambrose, the Queen's Knight. Ambrose can be found (if he is not here) in area B2.

Lakeside cannot be entered without a pass. You can buy the pass to Lakeside in Sandcaster.

Monster List

Hell Hornet					
Experience	50000	HP	250	AC	30
Speed	50	Attacks	2	Damage	2-500
Damage Type		Poison		Range Attack	N

Arachnoid					
Experience	4000	HP	50	AC	10
Speed	40	Attacks	1	Damage	3-15
Damage Type		Poison		Range Attack	N

Armadillo					
Experience	60000	HP	800	AC	50
Speed	15	Attacks	1	Damage	100-600
Damage Type		Physical		Range Attack	N

Vulture Roc					
Experience	200000	HP	2500	AC	50
Speed	150	Attacks	1	Damage	5-300
Damage Type		Physical		Range Attack	N

Octopod					
Experience	250000	HP	2500	AC	40
Speed	80	Attacks	1	Damage	2-200
Damage Type		Poison		Range Attack	N

Gargoyle					
Experience	30000	HP	150	AC	35
Speed	30	Attacks	2	Damage	5-250
Damage Type		Physical		Range Attack	N



Area E1 & E2



Area F1 & F2

Outdoors Area

E3,E4,F3,F4

This region is almost entirely forest. The monsters here are a LOT tougher than the monsters in areas C4 and D4. Be sure that your characters are at least 12th or 13th level before you wander around here. The Beastmaster spell should come in handy against the forest animals.

Thaddeus, Keeper of the Fountain, will restore the fountain if you can bring him the Jewel of Ages. The Jewel is somewhere in the Eastern Tower. Drinking from the restored fountain will remove all unnatural aging from your characters. Thaddeus also has the key to the Southern Tower.

Merchants sell goods at the crossroads for outrageous prices. The goods are worth it if you can afford the bill.

Sandcaster requires a pass to enter. The pass is in the hands of Vespar the wizard in area B3.

Magic fruit can be found in huts in the forest. Some of the fruit is dangerous, so be sure to check your clairvoyance gargoyles before you partake.

Troll Holes can open beneath your feet if you step on them without a levitate spell. Some of the Troll Holes have treasure in them, so you may want to search them if you don't mind fighting trolls.

Monster List

Armadillo				
Experience	60000	HP	800	AC 50
Speed	15	Attacks	1	Damage 100-600
Damage Type		Physical		Range Attack N

Mantis Ant				
Experience	40000	HP	300	AC 30
Speed	40	Attacks	2	Damage 2-200
Damage Type		Physical		Range Attack N

Killer Cobra				
Experience	25000	HP	1000	AC 25
Speed	100	Attacks	1	Damage 2-200
Damage Type		Physical		Range Attack N

Gargoyle				
Experience	30000	HP	150	AC 35
Speed	30	Attacks	2	Damage 5-250
Damage Type		Physical		Range Attack N



Area E3 & E4



Area F3 & F4



Skyroads

Skyroads float above the Darkside of Xeen, allowing access to the tops of most of the significant buildings on Darkside. You do not need to cast a levitate spell to walk on the skyroads, but you DO need to cast one to walk on clouds. No levitate spell can save you, however, if you walk off the road and into the sky.

The skyroads are labeled the same as the ground: 24 areas of a-f and 1-4. In the four corner areas (A1,A4,F1,F4) are entrances to the elemental planes. You will need to visit the elemental planes in order to win the World of Xeen later on in the game. See the bonus World of Xeen section at the end of this book for more details.

Skyroads A1,A2,B1,B2

Area A1 is the home of the Elemental Plane of Fire. It also contains the top of Castle Alamar. The monsters that can be found in this region are VERY powerful, so make sure that YOU are powerful as well when you travel here.

Castle Alamar cannot be entered from the top without slaying the Megadragon (fat chance) that lives near the entrance of the castle. We recommend that you find a more conventional means of entering the castle.

Genies, both good and bad, are trapped in lamps on single squares of cloud floating in the sky. You can reach these clouds by using the teleport spell and the maps provided. Some of these genies will grant riches, while others will ask you who in your party

will die for his friends. If you encounter the wrong type of genie, never try to get out of your punishment—the genie will kill the entire party.

Skybandits will occasionally try to rob you. You have a choice of giving 10,000 gold to them or fighting. The fights are difficult.

Four wagons carrying cargo from one elemental plane to another will ask you what their cargo is. The four possible answers are: Steam, smoke, dust, and mud.

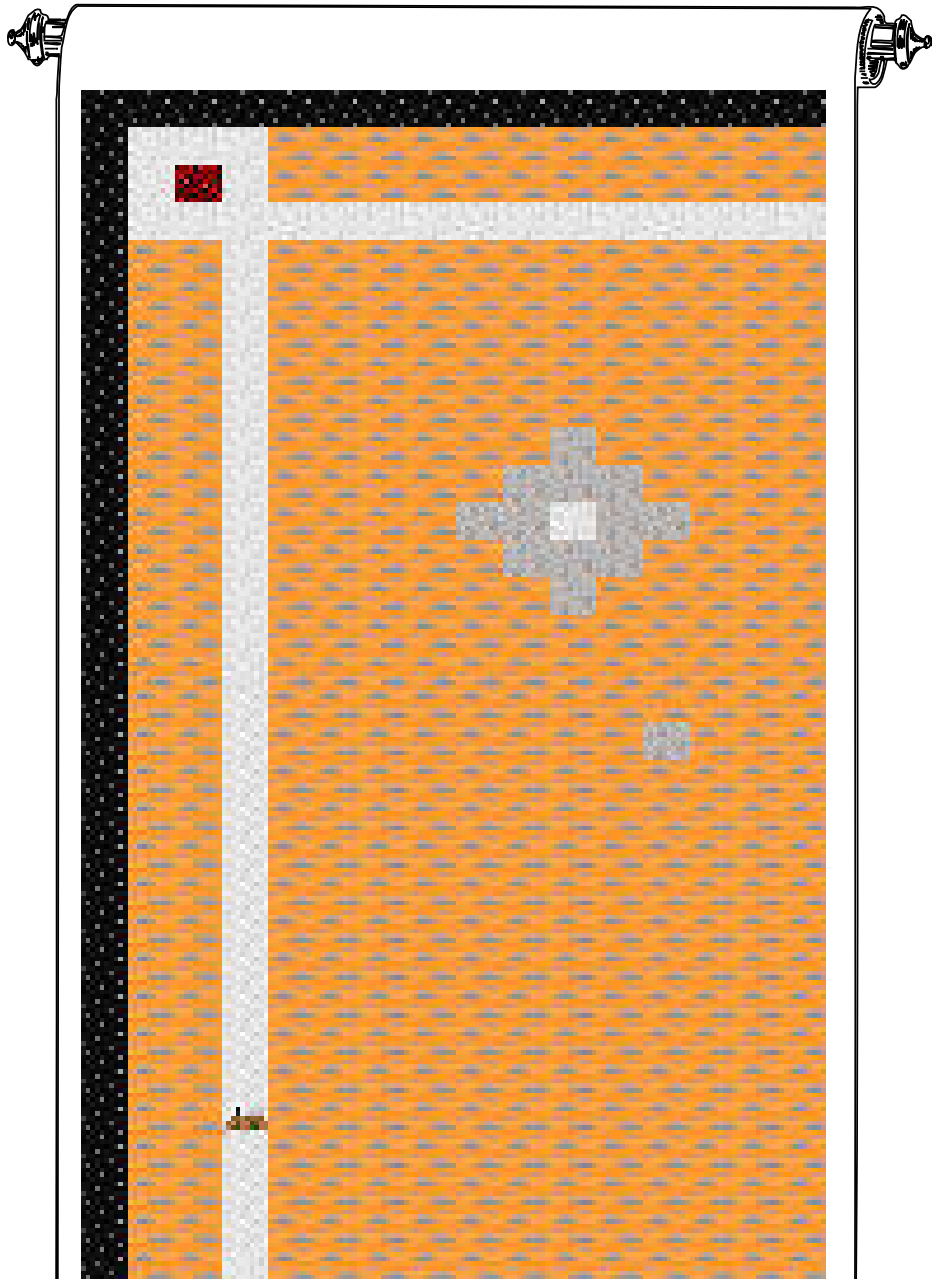
Monster List

Mega Dragon						
Experience	100	Mill	HP	64000	AC	100
Speed	200	Attacks	1	Damage	10-2000	
Damage Type		Energy		Range Attack	Y	

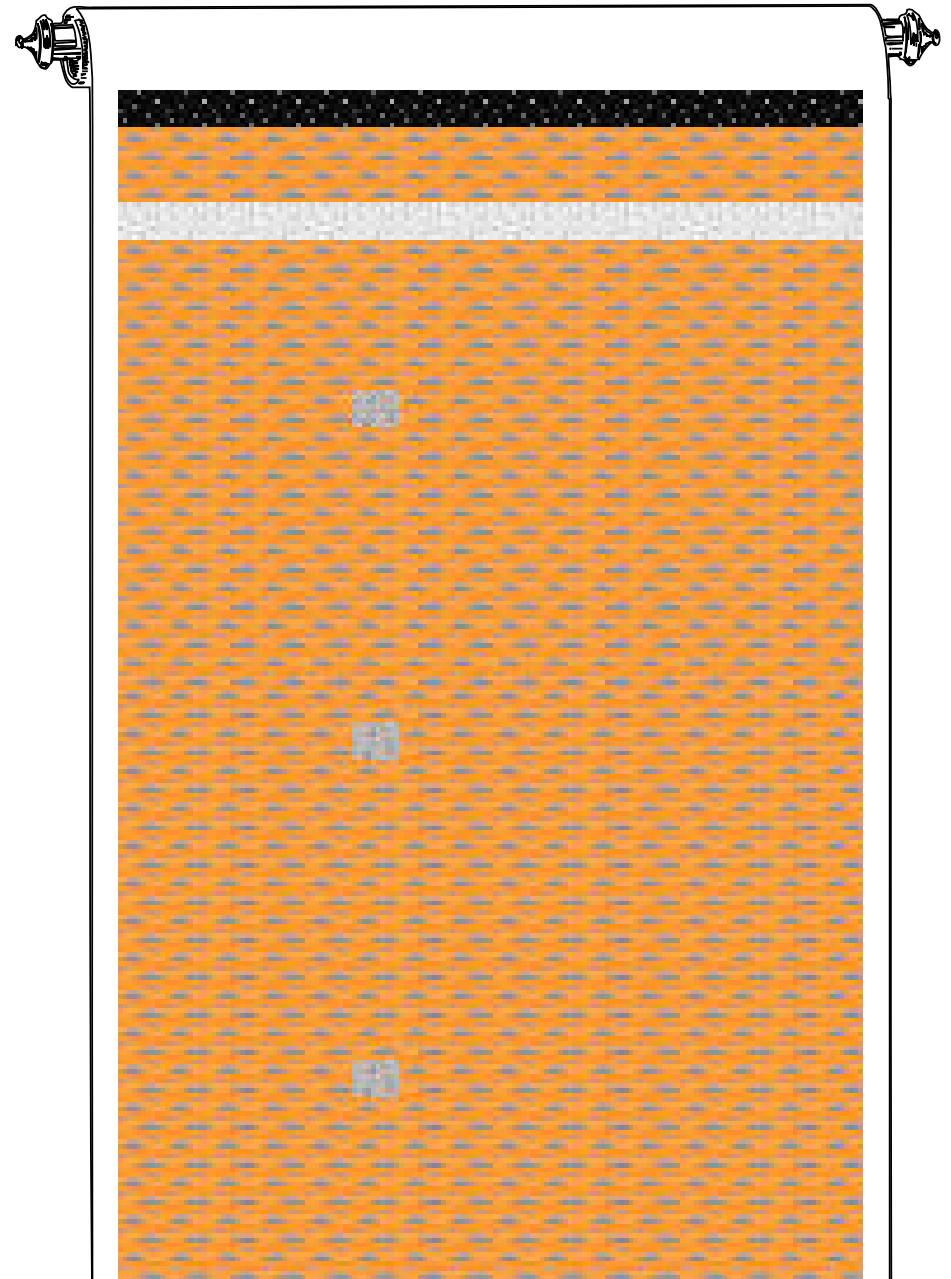
Cloud Dragon					
Experience	500000	HP	2000	AC	40
Speed	150	Attacks	1	Damage	600
Damage Type		Cold		Range Attack	Y

Sky Golem					
Experience	200000	HP	1000	AC	50
Speed	100	Attacks	1	Damage	2-200
Damage Type		Cold		Range Attack	Y

Griffin					
Experience	60000	HP	800	AC	35
Speed	150	Attacks	2	Damage	50-300
Damage Type		Physical		Range Attack	N



Skyroads A1 & A2



Skyroads B1 & B2

Skyroads A3,A4,B3,B4

This region is the easiest region in the Skyroads. Area A4 is the home of the Elemental Plane of Water. The monsters here are weak and won't give any party much trouble.

Ellinger's tower is surrounded by a small cloud world in area A4. The tower provides an easy access to the Skyroads from Castleview.

The Western Tower can be reached from area A3. You must enter this tower from the sky and retrieve the key from the pile of bones just inside the door before you will be able to enter the tower from the ground.

Castle Kalindra can also be reached from the sky, but you will need to have restored the entire castle before this will be possible.

A rope hanging from a well leads to the surface in area A3. You can use this rope to climb to the skyroads or descend to the surface directly, rather than resort to climbing a tower. The rope descends to Dark Grove in Outdoor Area A3.

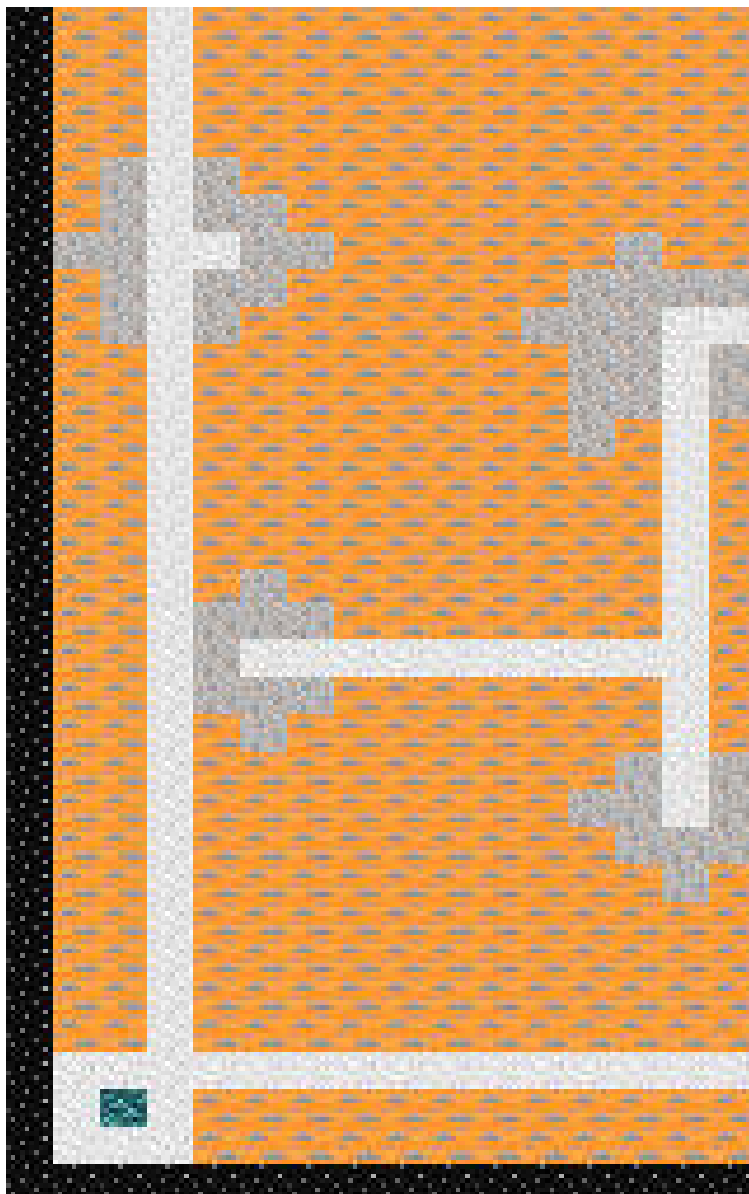
Lucio, Boatman to the Gods, will give rides to Olympus if you are Chosen Ones. You can become Chosen Ones by visiting the Dragon Pharaoh at the top of the Great Pyramid.

Monster List

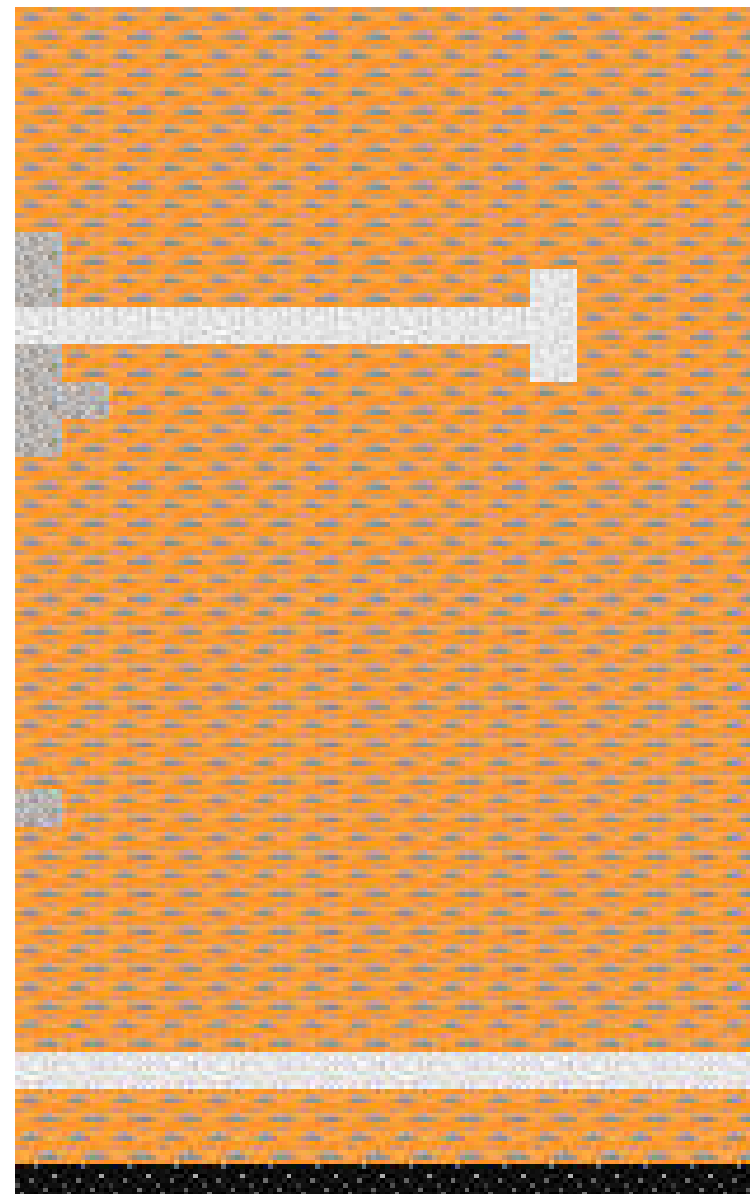
Medusa Sprite					
Experience	5000	HP	30	AC	5
Speed	30	Attacks	1	Damage	3-9
Damage Type		Physical		Range Attack	N

Cloud Dragon					
Experience	500000	HP	2000	AC	40
Speed	150	Attacks	1	Damage	600
Damage Type		Cold		Range Attack	Y

Sky Golem					
Experience	200000	HP	1000	AC	50
Speed	100	Attacks	1	Damage	2-200
Damage Type		Cold		Range Attack	Y



Skyroads A3 & A4



Skyroads B3 & B4

Skyroad areas C1,C2, D1, D2

This region is remarkably similar to other skyroad regions: A single strip of road, a few scattered clouds, and sky. The monsters here are as tough as anywhere else in the sky.

The Great Pyramid pokes into the sky in area D2. There is no way to get there from the sky; you must go the hard way from the ground up.

Olympus sits in the center of a cloud in area C2. You will not be able to enter without a pass. The pass is available from the Dragon Pharaoh on the top level of the Great Pyramid.

The top of the Northern Tower can easily be reached from the Skyroads in area D1. This makes a convenient entrance to the tower if you can survive the fight to get here.

Lucio, Boatman to the Gods, will give rides to and from Olympus for free, if you are Chosen Ones. You can become a Chosen One by visiting the Dragon Pharaoh.

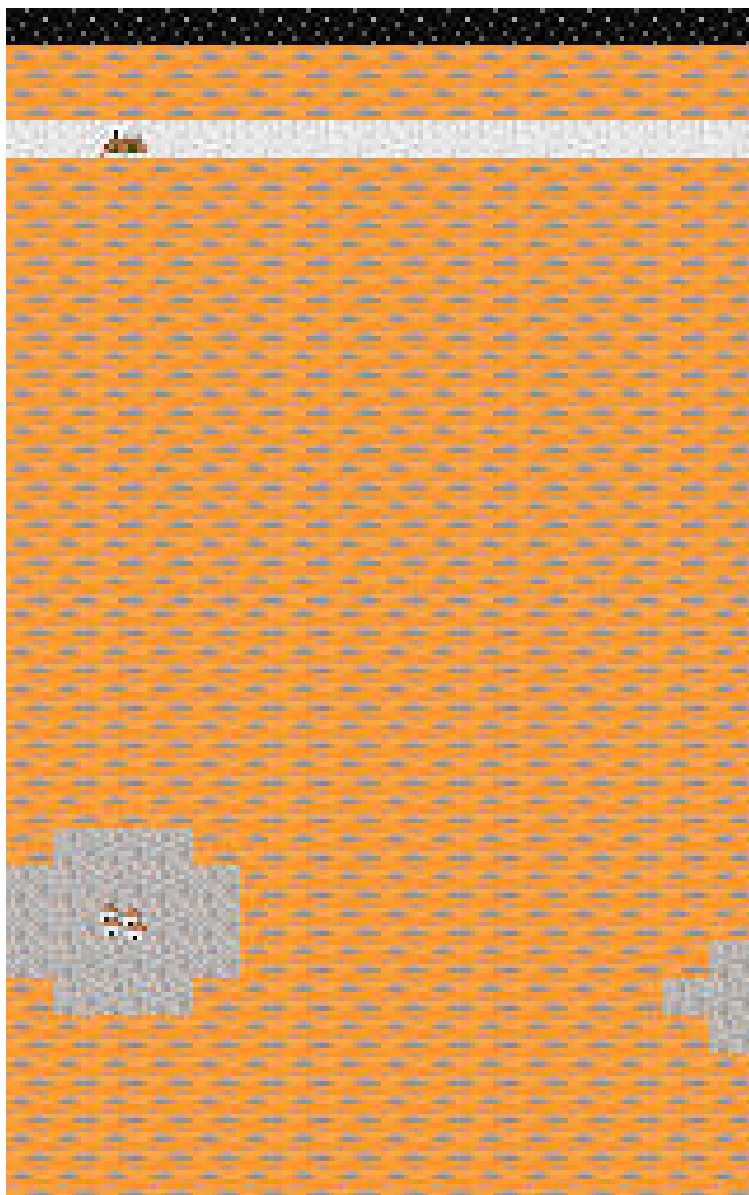
Monster List

Griffin					
Experience	60000	HP	800	AC	35
Speed	150	Attacks	2	Damage	50-300
Damage Type		Physical		Range Attack	N

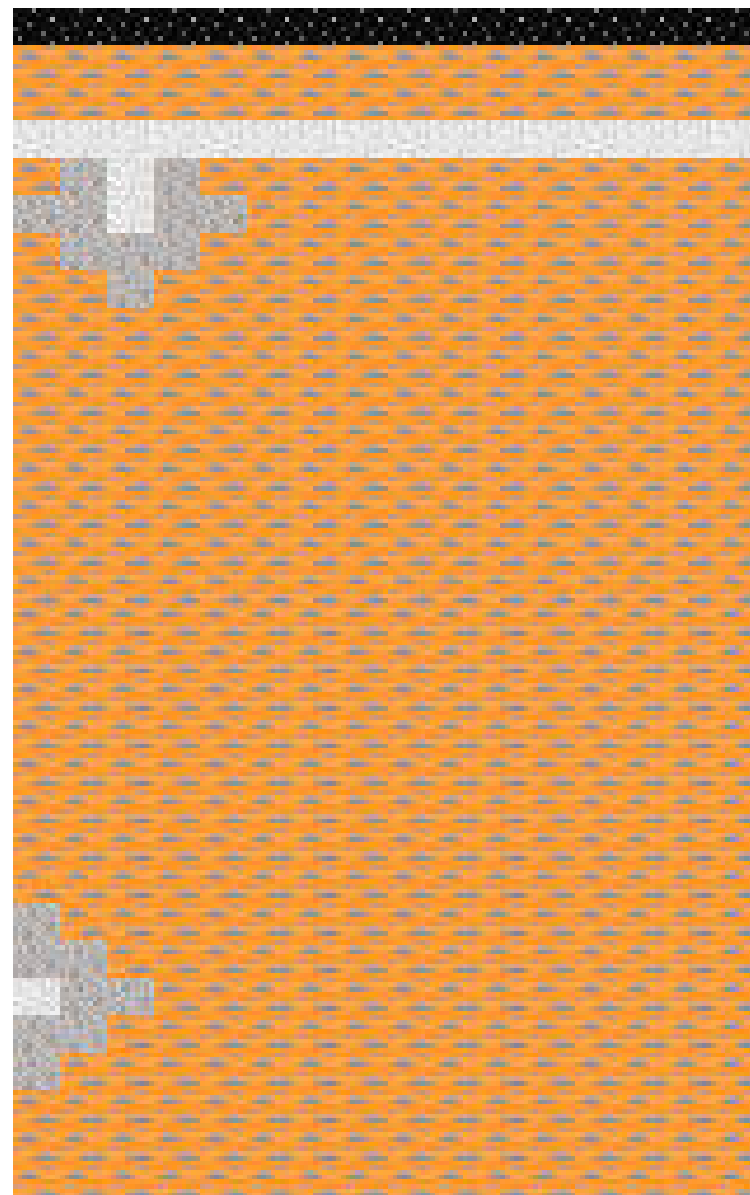
Cloud Dragon					
Experience	500000	HP	2000	AC	40
Speed	150	Attacks	1	Damage	600
Damage Type		Cold		Range Attack	Y

Green Dragon					
Experience	500000	HP	2500	AC	50
Speed	150	Attacks	1	Damage	500
Damage Type		Fire		Range Attack	Y

Sky Golem					
Experience	200000	HP	1000	AC	50
Speed	100	Attacks	1	Damage	2-200
Damage Type		Cold		Range Attack	Y



Skyroads C1 &c2



Skyroads D1 &D2

Skyroad areas C3,C4,D3,D4

This region is very empty. A lone tower marks the sky, and a few monsters stay near the skyroad to dine on passing skyroad travellers.

The Southern Tower can be reached from the skyroad. This is the Thieves' tower, and there are no special restrictions on who can enter.

A lone evil Genie awaits travellers in area C3. Don't open the bottle if you know what's good for you.

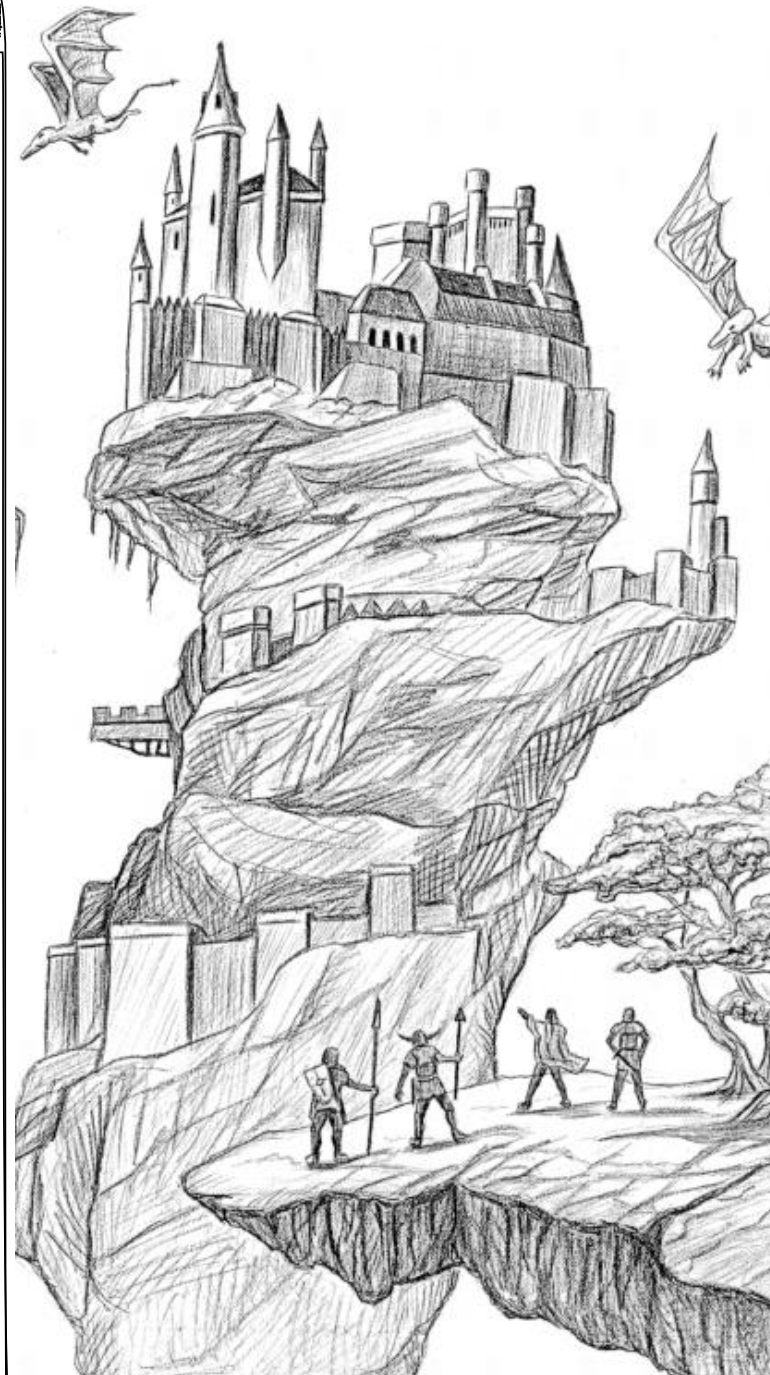
Monster List

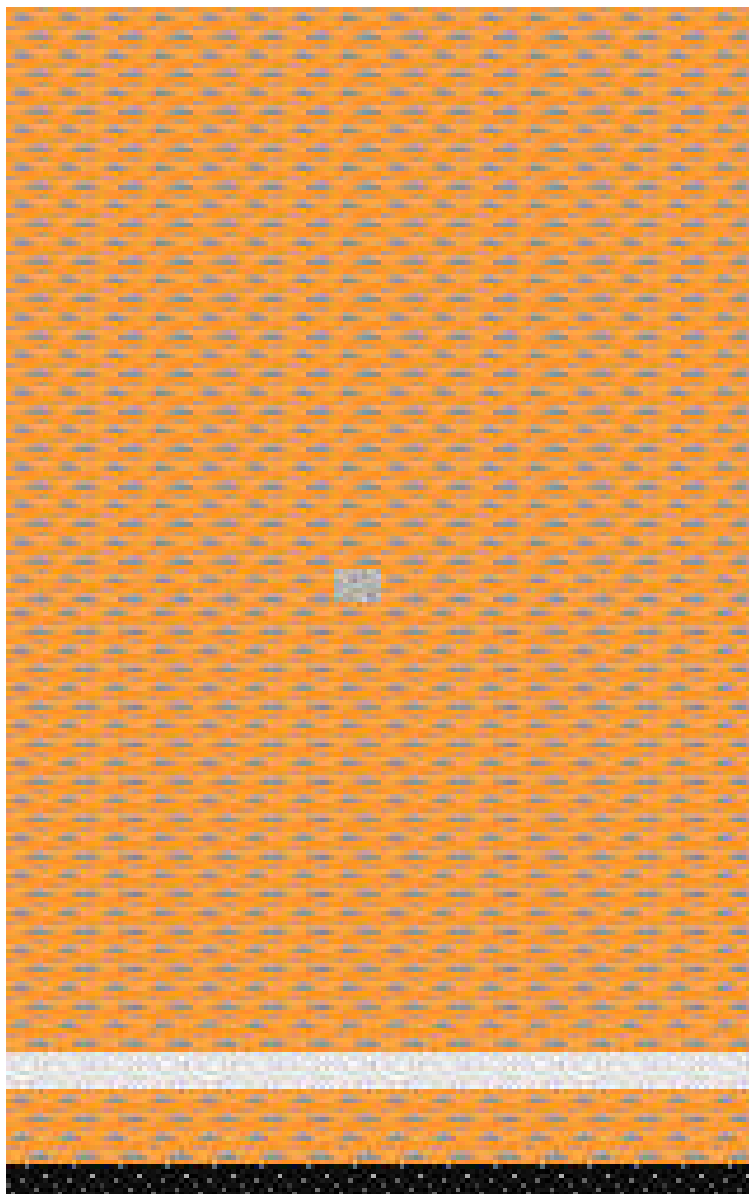
Sky Golem

Experience	200000	HP	1000	AC	50
Speed	100	Attacks	1	Damage	2-200
Damage Type		Cold		Range Attack	Y

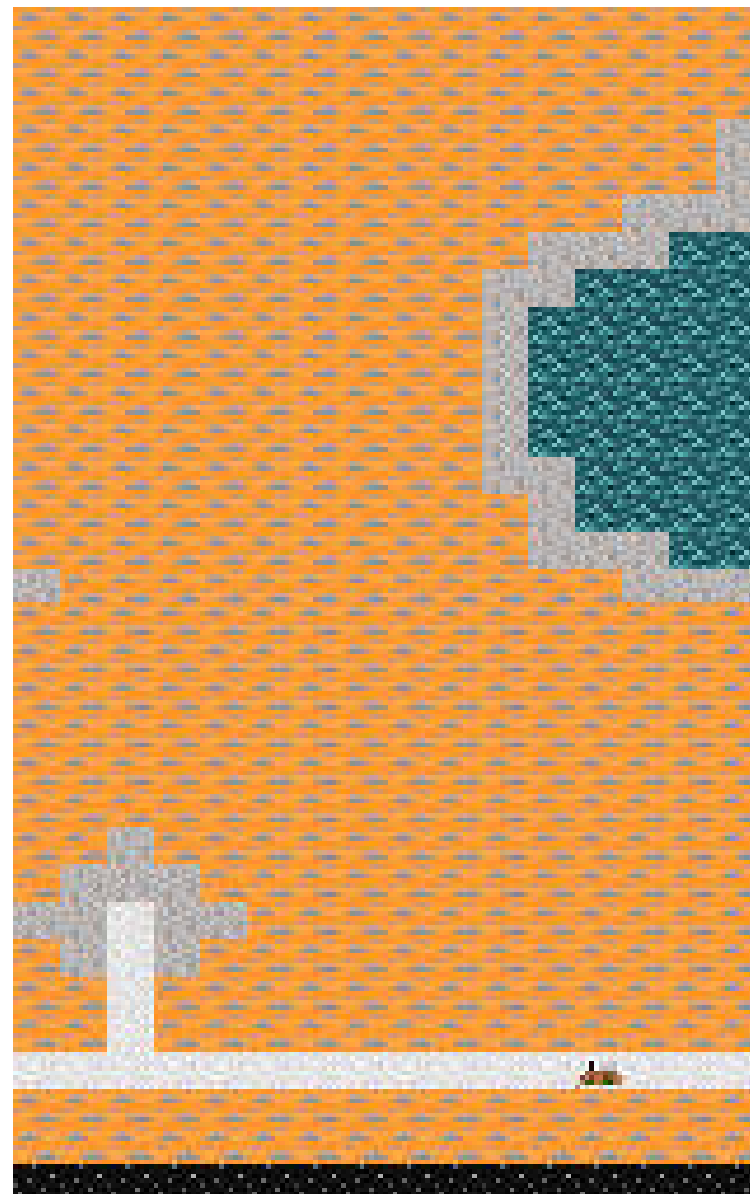
Cloud Dragon

Experience	500000	HP	2000	AC	40
Speed	150	Attacks	1	Damage	600
Damage Type		Cold		Range Attack	Y





Skyroads C3 & C4



Skyroads D1 & D2

Skyroad E1,E2,F1,F2

This region is the home of the Elemental Plane of Air. The monsters in this region are as tough as, if not tougher, than monsters in other parts of the skyroads. Be careful.

Castle Blackfang can be reached from the sky in area F1. Note that you will be unable to reach Queen Kalindra if you enter from this spot. You **MUST** get Ambrose to let you in to the castle from the surface in order to rescue the Queen.

Genies, both good and bad, are trapped in lamps on single squares of cloud floating in the sky. You can reach these clouds by using the teleport spell and the maps provided. Some of these genies will grant riches, while others will ask you who in your party

will die for his friends. If you encounter the wrong type of genie, never try to get out of your punishment—the genie will kill the entire party.

Skybandits will occasionally try to rob you. You have a choice of giving 10,000 gold to them or fighting. The fights are difficult.

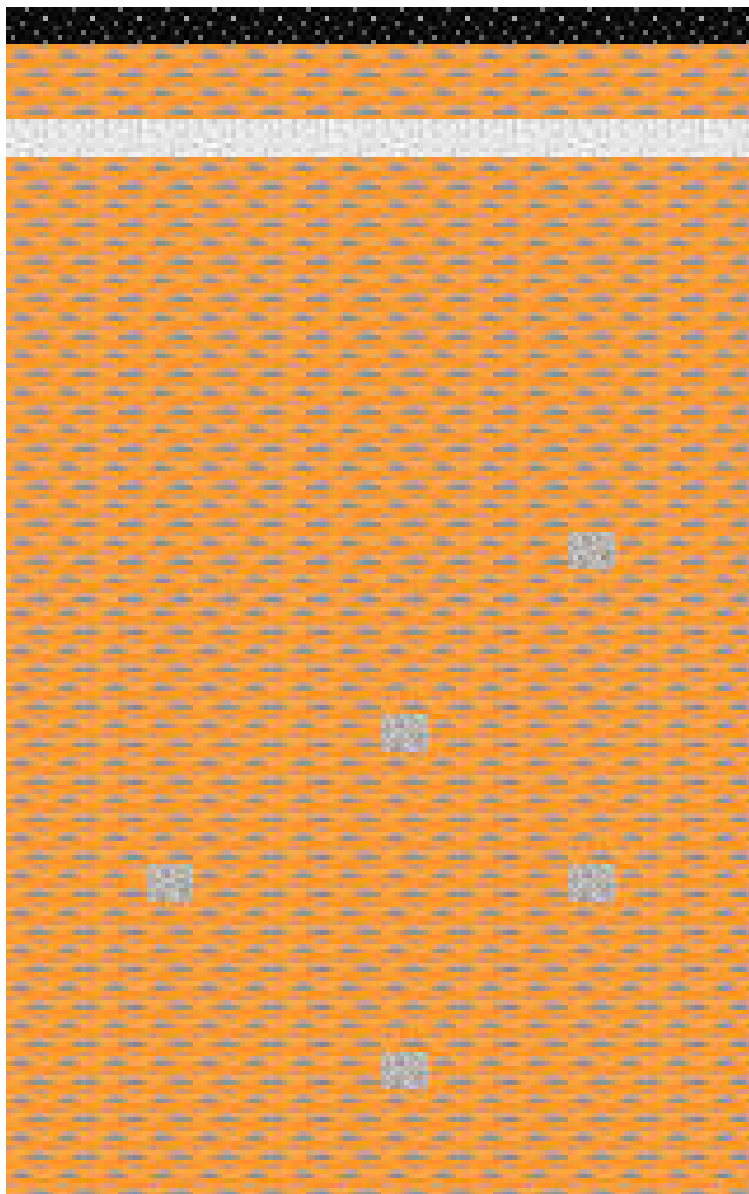
Four wagons carrying cargo from one elemental plane to another will ask you what their cargo is. The four possible answers are: Steam, smoke, dust, and mud.

Monster List

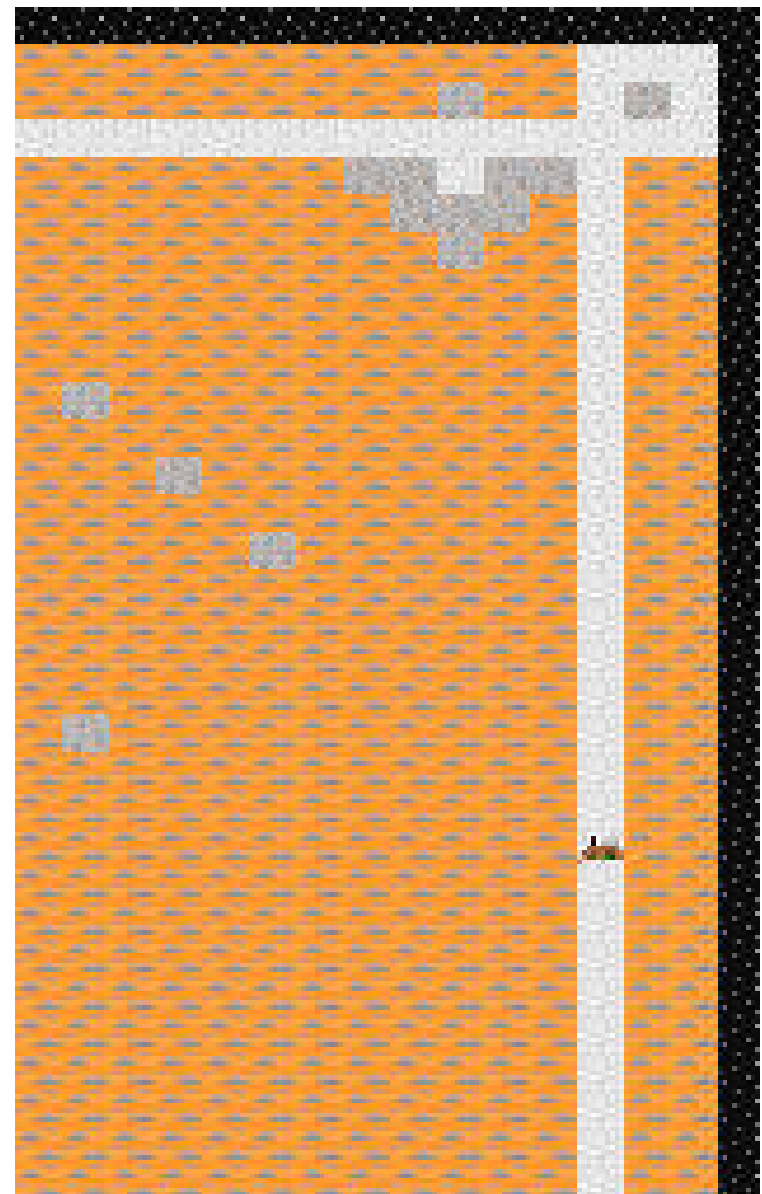
Cloud Dragon					
Experience	500000	HP	2000	AC	40
Speed	150	Attacks	1	Damage	600
Damage Type		Cold		Range Attack	Y

Green Dragon					
Experience	500000	HP	2500	AC	50
Speed	150	Attacks	1	Damage	500
Damage Type		Fire		Range Attack	Y

Sky Golem					
Experience	200000	HP	1000	AC	50
Speed	100	Attacks	1	Damage	2-200
Damage Type		Cold		Range Attack	Y



Skyroads E1 & E2



Skyroad F1 & F3

Skyroad areas E3,E4,F3,F4

Area F4 is the home of the Elemental Plane of Earth. The monsters here are very tough, so be prepared.

Sky rides to the skylake are available in area F4 for 1,000 gold.

Sky Merchants sell amulets of protection against the elements for lots of gems. They are worth it if you can afford it.

The Eastern Tower is easily reachable from area F3. There are no restrictions on entry.

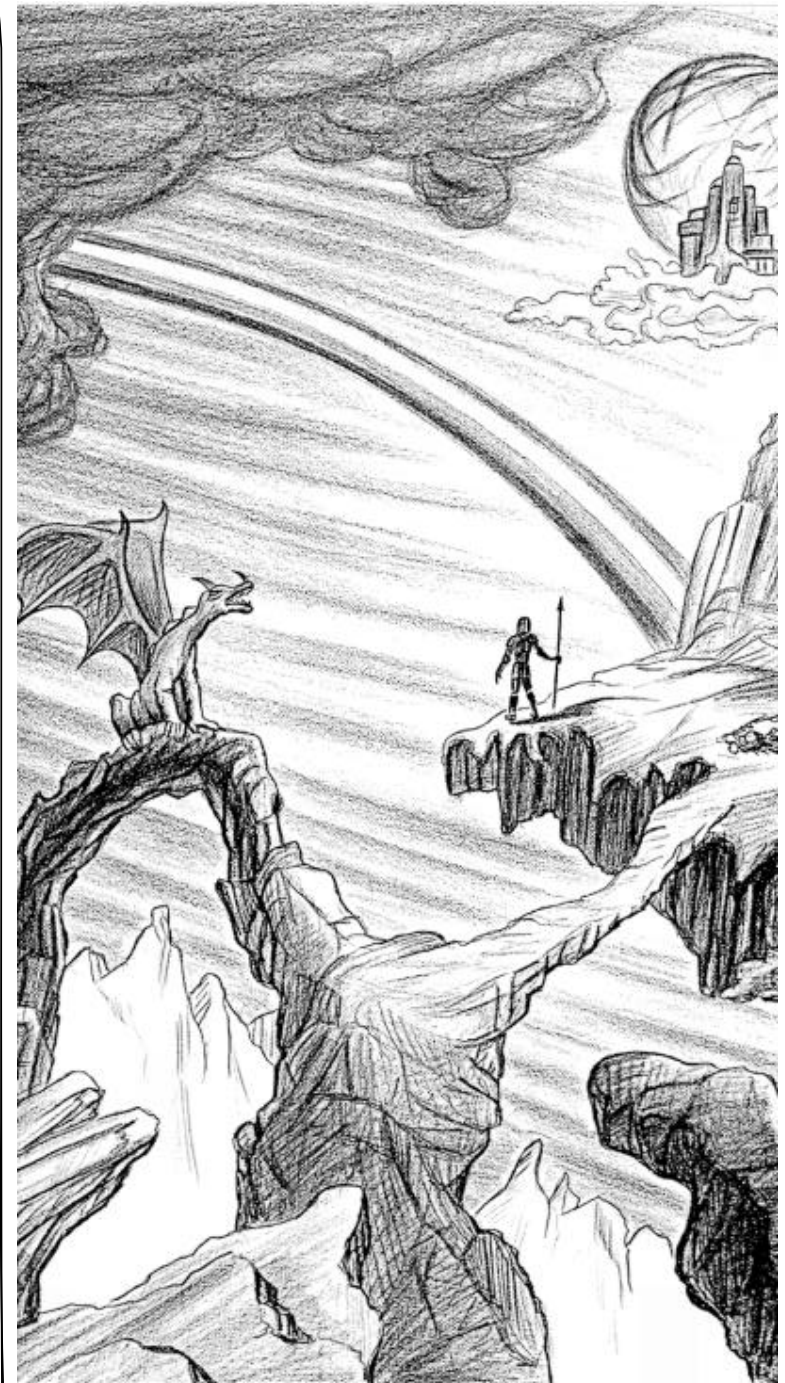
Skybandits will occasionally try to rob you. You have a choice of giving 10,000 gold to them or fighting. The fights are difficult.

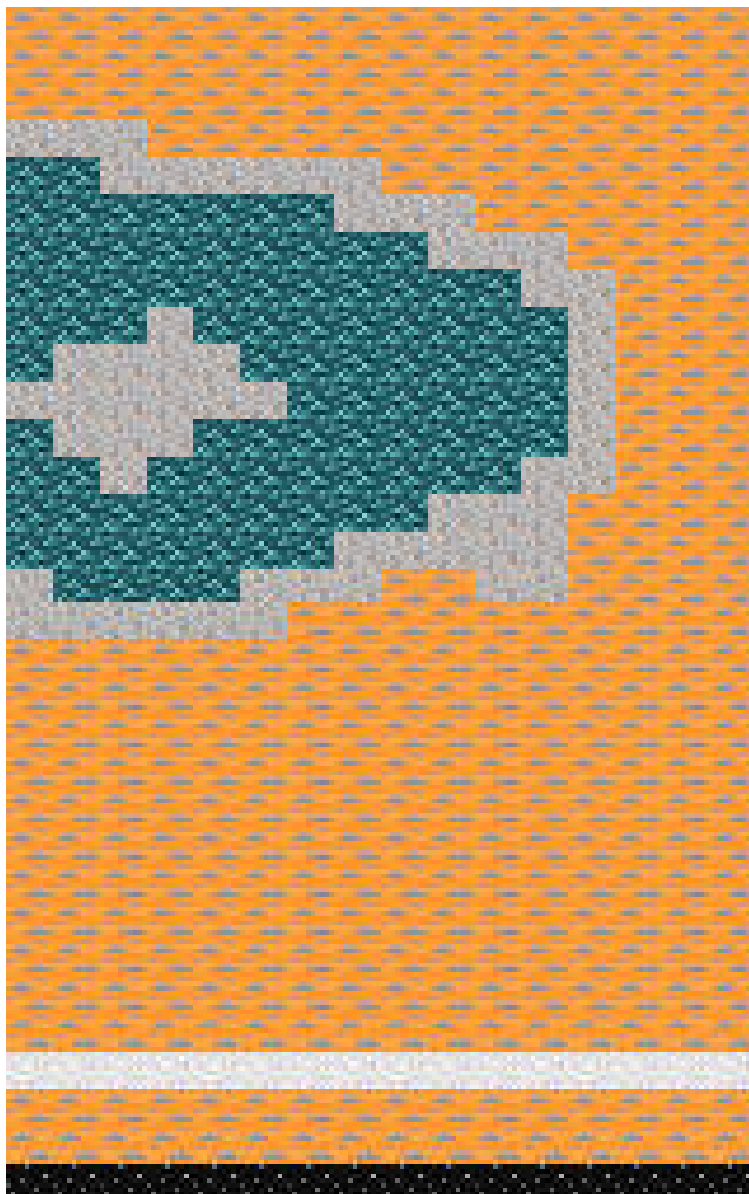
Four wagons carrying cargo from one elemental plane to another will ask you what their cargo is. The four possible answers are: Steam, smoke, dust, and mud.

Monster List

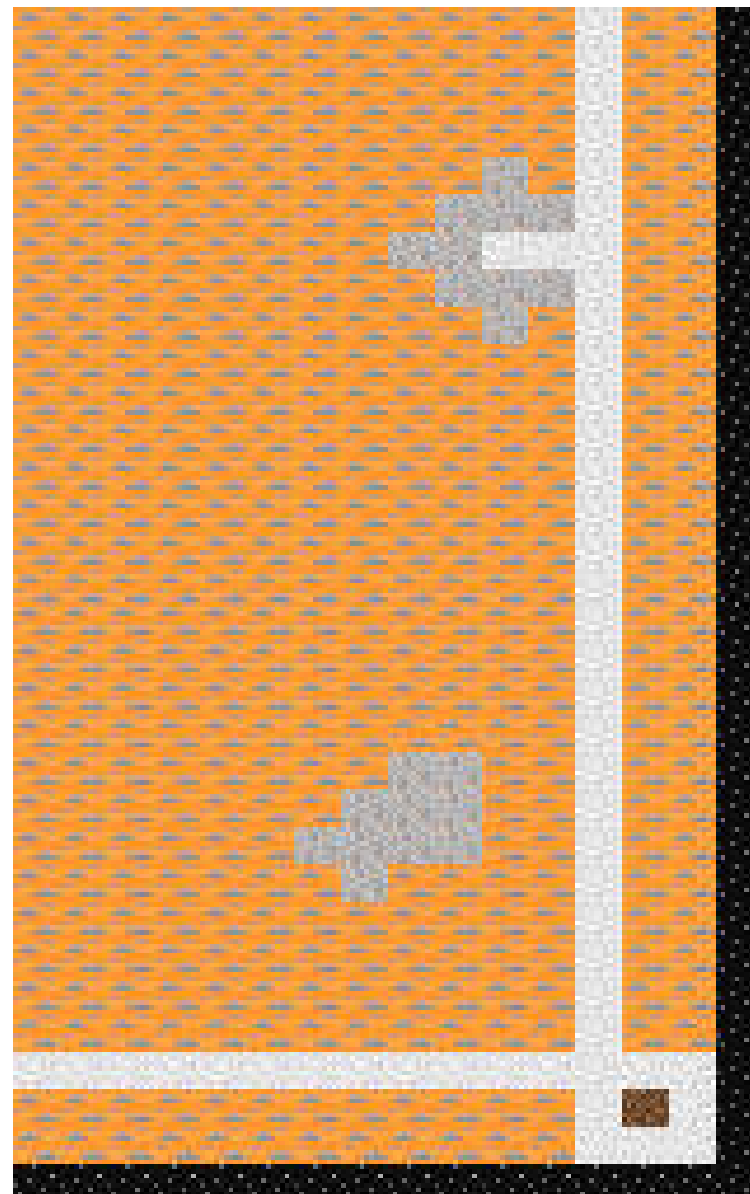
Sky Golem					
Experience	200000	HP	1000	AC	50
Speed	100	Attacks	1	Damage	2-200
Damage Type		Cold		Range Attack	Y

Cloud Dragon					
Experience	500000	HP	2000	AC	40
Speed	150	Attacks	1	Damage	600
Damage Type		Cold		Range Attack	Y





Skyroad E3 & E4



Skyroad F3 & F4



Elemental Planes

There are four Elemental Planes near Darkside.

You can reach them by jumping through the elemental "holes" at the outer corners of skyroad areas A1, A4, F1, and F4. Before you are permitted to enter an elemental plane, you will be asked what you seek. The answer is either air, earth, water, or fire. Once inside an elemental plane, you can leave by jumping through the exit hole you will find somewhere on the plane.

Elemental Plane of Fire

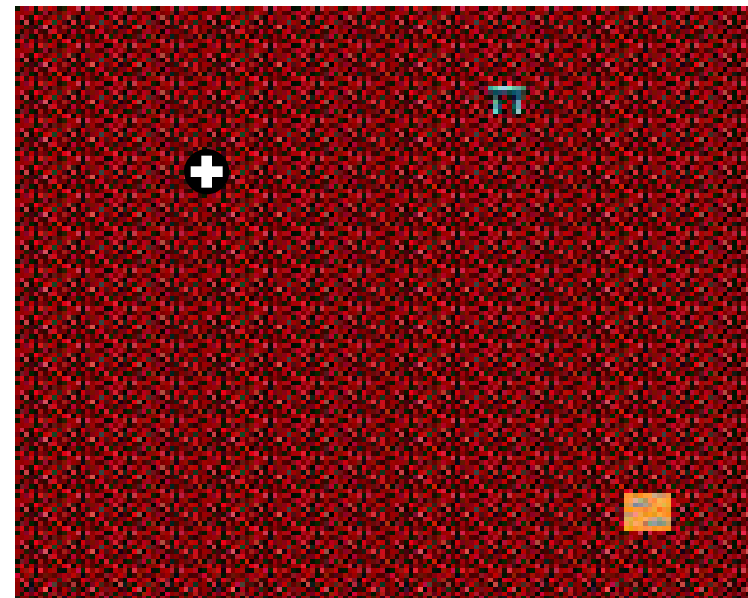
The Elemental Plane of Fire is the most dangerous of the four elemental planes. You will need protection from fire before you come here, or you will surely perish.

The Fire Sleeper sleeps in his throne (marked by ☉), waiting for the Chosen ones to awaken him so that he may prepare for the completion of the Prophecy. You must be a designated Chosen One before you can awaken the Sleeper.

A lone chest awaits adventurers brave enough to take the test of fire from the shrine on this plane. Touching the chest will deliver 250 points of fire damage if you have not

taken the test of fire and you will be unable to open the chest. Taking the test of fire will deliver much more than 250 points of damage, but the survivors will be allowed to open the chest and take the riches within.

A statue stands at the center of the plane with an inscription written at its base. The inscription is one of four parts of an explanation of how to fulfill the Prophecy.



Elemental Plane of Fire

Monster List

Fire Blower					
Experience	250000	HP	1000	AC	20
Speed	60	Attacks	1	Damage	5-500
Damage Type		Fire		Range Attack	N

Elemental Plane of Air

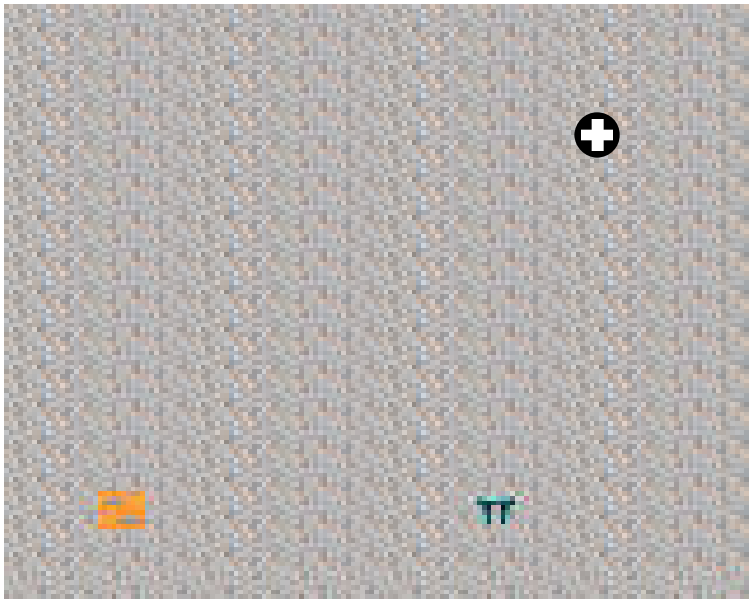
Be sure to have a levitate spell active before you visit this plane, or you will fall through the clouds. Also, remember to get your business here done before you have to rest or 5:00 am comes around or you will fall out of the plane and back to the sky-roads.

The Air Sleeper sleeps in his throne (marked by ☉), waiting for the Chosen ones to awaken him so that he may prepare for the completion of the Prophecy. You must be a designated Chosen One before you can awaken the Sleeper.

A lone chest awaits adventurers brave enough to take the test of air from the shrine on this plane. Touching the chest will deliver 250 points of electrical damage if you have not

taken the test of air and you will be unable to open the chest. Taking the test of air will deliver much more than 250 points of damage, but the survivors will be allowed to open the chest and take the riches within.

A statue stand at the center of the plane with an inscription written at its base. The inscription is one of four parts of an explanation of how to fulfill the Prophecy.



Elemental Plane of Air

Monster List

Whirlwind						
Experience	250000	HP	1000	AC		10
Speed	250	Attacks	1	Damage	5-500	
Damage Type		Physical		Range Attack		N

Elemental Plane of Earth

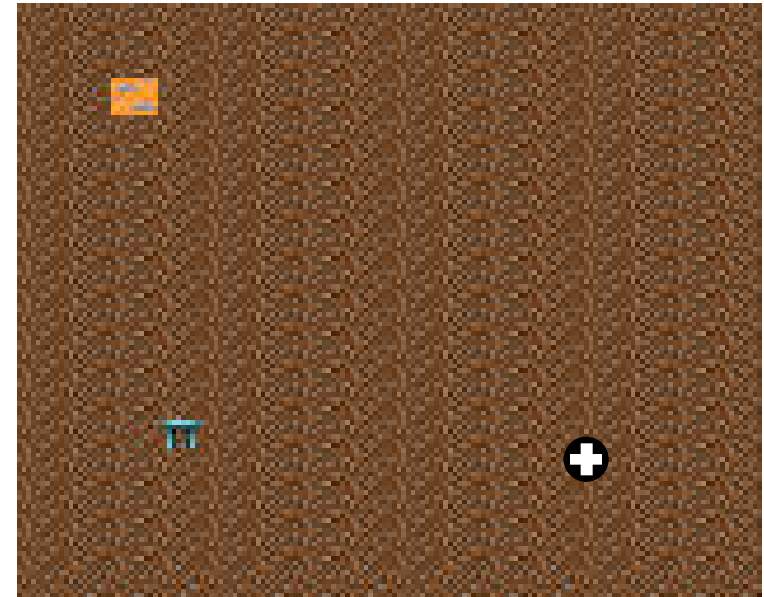
There are no movement restrictions on this plane, nor is there any constant danger to protect yourself against, barring the occasional earthquake. Because of this, the Elemental Plane of Earth is the easiest of the Planes to adventure on.

The Earth Sleeper sleeps in his throne (marked by ☉), waiting for the Chosen ones to awaken him so that he may prepare for the completion of the Prophecy. You must be a designated Chosen One before you can awaken the Sleeper.

A lone chest awaits adventurers brave enough to take the test of earth from the shrine on this plane. Touching the chest will deliver 250 points of physical

damage if you have not taken the test of earth and you will be unable to open the chest. Taking the test of earth will deliver much more than 250 points of damage, but the survivors will be allowed to open the chest and take the riches within.

A statue stand at the center of the plane with an inscription written at its base. The inscription is one of four parts of an explanation of how to fulfill the Prophecy.



Elemental Plane of Earth

Monster List

Earth Blaster					
Experience	250000	HP	1000	AC	10
Speed	100	Attacks	1	Damage	5-500
Damage Type		Physical		Range Attack	N

Elemental Plane of Water

All of your characters will have to know the swimming skill before you venture here. This plane is relatively benign, though the elemental monsters here are as tough as the elemental monsters on the other planes.

The Water Sleeper sleeps in his throne (marked by ☉), waiting for the Chosen ones to awaken him so that he may prepare for the completion of the Prophecy. You must be a designated Chosen One before you can awaken the Sleeper.

A lone chest awaits adventurers brave enough to take the test of water from the shrine on this plane. Touching the chest will deliver 250 points of cold dam-

age if you have not taken the test of water and you will be unable to open the chest. Taking the test of water will deliver much more than 250 points of damage, but the survivors will be allowed to open the chest and take the riches within.

A statue stand at the center of the plane with an inscription written at its base. The inscription is one of four parts of an explanation of how to fulfill the Prophecy.



Elemental Plane of Water

Monster List

Tidal Terror	Experience	500000	HP	1000	AC	10
	Speed	200	Attacks	1	Damage	5-500
	Damage Type		Cold		Range Attack	N



Miscellaneous Maps

There are four places in Darkside that don't easily fall under any category. They are Corak and Sheltem's spaceships, the Troll Holes, and the Gemstone Mines. The Troll Holes and the Gemstone mines appear on one map for convenience, even though there are many holes and mines.

Gemstone Mines

There are nine separate Gemstone Mines. One of the mines will permit you to cross under the gemstone range without climbing the mountains.

Gem veins can be mined for normal gems or Diamonds, Emeralds, Sapphires, and Rubies. These gems will permit you to buy magical armor and weapons from the Gem Smiths in areas A3 and B3. Be sure all of your characters are healthy before you mine—sometimes you will crack open a gem by accident, bathing the party with some sort of elemental damage.

Rubble conceals Beholder Bats and, occasionally, a powerful magic item. Use your clairvoyance spell to help determine which piles to search.

The God of Minerals will reset all the gem veins that you have depleted for a mere 250,000 gold pieces. Pay him if you are still in need of good weapons for the Gem smiths. To make him easier to find, we have marked his location on your map.



Gemstone Mines

Monster List

Beholder Bat					
Experience	10000	HP	75	AC	15
Speed	80	Attacks	1	Damage	5-25
Damage Type		Fire		Range Attack	N
Sabertooth					
Experience	10000	HP	100	AC	20
Speed	60	Attacks	3	Damage	5-50
Damage Type		Physical		Range Attack	N

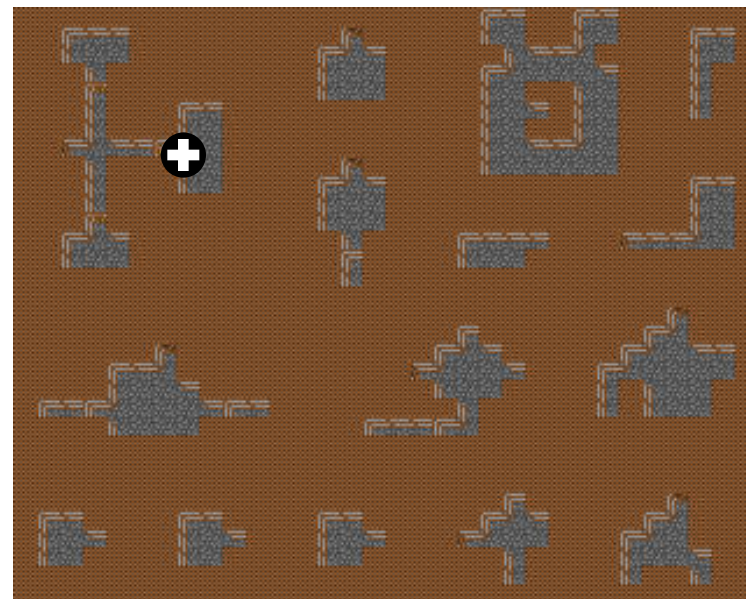
Troll Holes

Scattered throughout the forest areas of Darkside are concealed Troll Holes. If you walk over a Troll Hole without a levitate spell active, you will fall in one of the holes. There are fourteen holes in the forest.

Troll Juice is stored by Trolls for the winter. If a character drinks it, the juice will poison him and raise his statistics by one each.

Hobstadt, Strongest of the Trolls, will give you

some unpleasant choices if you run into him. He will offer to take all your gold, take the life of one character, or fight. We recommend fighting. To help you avoid him, we have marked his throne on your map.



Troll Holes

Monster List

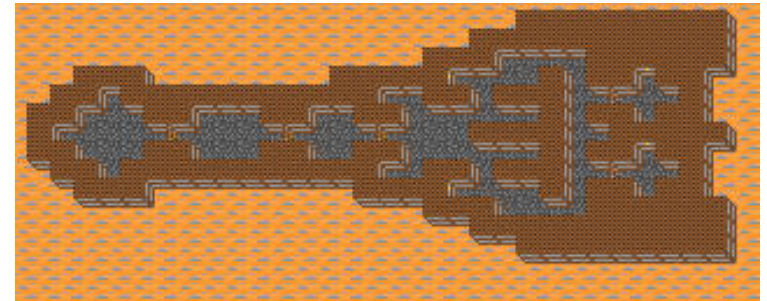
Troll Grunt					
Experience	10000	HP	100	AC	5
Speed	50	Attacks	1	Damage	2-50
Damage Type		Physical		Range Attack	N
Troll Guard					
Experience	15000	HP	200	AC	10
Speed	60	Attacks	1	Damage	2-70
Damage Type		Physical		Range Attack	N
Troll Chief					
Experience	20000	HP	300	AC	15
Speed	65	Attacks	1	Damage	2-100
Damage Type		Physical		Range Attack	N
Hobstadt					
Experience	25000	HP	400	AC	20
Speed	70	Attacks	1	Damage	2-100
Damage Type		Physical		Range Attack	N

Spacecraft

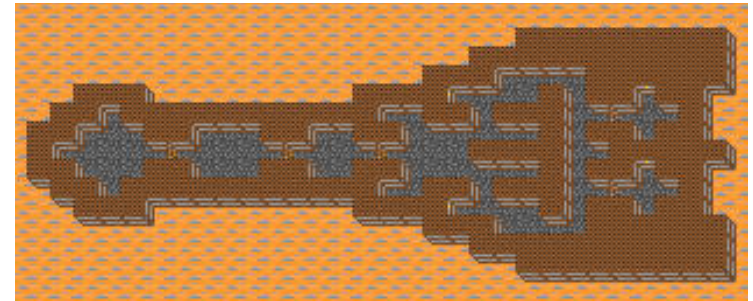
Two spacecraft crashed on Darkside one night a while back, setting in motion the events that put your characters in the place they're at. One of the craft can be entered without trouble, while the other one (Corak's) cannot be entered until you have visited the Dragon Pharaoh.

Both ships have a couple of working terminals that you can use to bring up the personal logs of Corak and Sheltem and other miscellaneous data. Both ships also have inoperative weapons and damaged equipment, so they won't be taking to the air anytime soon.

Corak is still locked in stasis in his own ship. You can help him out by answering the question of the terminal behind him. The answer is "WHERE NO MAN HAS GONE BEFORE". Once out, Corak will tell you that he would like to fight Sheltem, but he must approach undetected. He will not help you until you find a method of doing so. Return to the Dragon Pharaoh to report on what Corak told you.



Sheltem's Spacecraft



Corak's Spacecraft



Monsters

Monsters are that which stands between you and winning the game. All monsters act pretty much the same way—when they see you, they try to kill you. No monster will run away from a fight. Killing the party is a sacred duty to the monsters, and they will carry it out to the best of their abilities.

While all monsters behave in much the same way, (charging forward with murderous intent) the methods they employ to do your party in vary widely. This next chapter deals with the monsters and their strengths and weaknesses. If you are having trouble with a particular kind of monster, you may want to look it up here.



Annihilator
Experience 1000000
HP 1500
AC 40 Speed 200
Attacks 12 Damage 5-250
Damage Type Energy
Range Attack Y

Annihilators are alien machines created and used by Sheltem to guard his castle. Annihilators are fearsome opponents, virtually immune to all attacks but energy and magic.



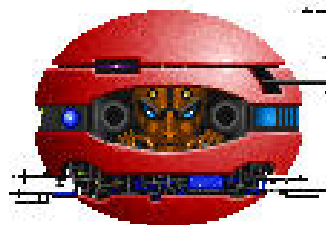
Arachnoid
Experience 4000
HP 50
AC 10 Speed 40
Attacks 1 Damage 3-15
Damage Type Poison
Range Attack N

Unintelligent, Arachnoids hunt prey as large as a man, and sometimes mistake men for prey. These monsters aren't too tough and should go down before a competent party. Arachnoids are 100% immune to poison/acid attacks.



Armadillo
Experience 60000
HP 800
AC 50 Speed 15
Attacks 1 Damage 100-600
Damage Type Physical
Range Attack N

Armadillos are resistant to most attacks, but are vulnerable to electrical and magical damage as well as the Hypnotize and Finger of Death spells. Sometimes their armor breaks weapons used against them.



Autobot
Experience 1000000
HP 2500
AC 100 Speed 200
Attacks 2 Damage 5-500
Damage Type Energy
Range Attack N

Autobots are tougher versions of Annihilators, but their attacks are not as frequent, nor are they ranged. For best results, blast these metal beasts from a distance with the implosion spell.



Barbarian
Experience 5000
HP 50
AC 5 Speed 40
Attacks 3 Damage 1-20
Damage Type Physical
Range Attack Y

Untrained fighters, Barbarians foolish enough to get in your way will surely go down easily. They are immune to nothing and have few hit points to make up for it. Their attacks are weak and often miss.



Barkman
Experience 4000000
HP 40000
AC 25 Speed 100
Attacks 3 Damage 250
Damage Type Fire
Range Attack N

If you are foolish enough to release Barkman, you get what you deserve. If you must fight him, cast Mass Distortion as he approaches, then turn and jump away. Repeat. By the time you are out of power, he may have lost enough hit points to be defeated.



Beholder Bat
Experience 10000
HP 75
AC 15 Speed 80
Attacks 1 Damage 5-25
Damage Type Fire
Range Attack N

Probably the coolest monster in the game, Beholder Bats can't do much damage, nor can they take much damage. 'Bats are 100% immune to fire and 50% immune to electricity.



Cleric of Mok
Experience 30000
HP 125
AC 10 Speed 40
Attacks 1 Damage 250
Damage Type Electricity
Range Attack Y

Renegade followers of a discredited sect of Mok, these Clerics will defend their tower with zeal. The Clerics are 100% immune to electricity and lightly resistant to all other elements.



Cloud Dragon
Experience 500000
HP 2000
AC 40 Speed 150
Attacks 1 Damage 600
Damage Type Cold
Range Attack Y

Cloud Dragons are the weakest and most common type of Dragon on Darkside. Nevertheless, a single Cloud Dragon can take out your entire party in one or two attacks if you are unprepared. These Dragons are immune to cold and poison attacks and resistant to all other attacks but fire.



Coven Leader
Experience 20000
HP 250
AC 20 Speed 100
Attacks 1 Damage 10-150
Damage Type Energy
Range Attack Y

Leader of a coven of evil witches that rule Lakeside town, the Coven Leader is the strongest of her sisters. She is immune to energy and electrical attacks and her attack often drains the spell points of her targets.



Count Blackfang
Experience 2000000
HP 1500
AC 50 Speed 150
Attacks 1 Damage 10-1000
Damage Type Physical
Range Attack N

Count Blackfang is a tough opponent. Not only does he have 1500 hit points and a high armor class, but he is 75% immune to every kind of attack. His own attack sometimes kills characters outright, even if they still have hit points left.



Cult Leader
Experience 100000
HP 100
AC 20 Speed 60
Attacks 1 Damage 10-100
Damage Type Energy
Range Attack Y

Leader of the breakaway cult of Mok Heretics, the Cult Leader is 100% immune to energy and 50% immune to all other elements. Close the distance with him quickly to avoid his powerful range attack.



Dark Wolf
Experience 10000
HP 70
AC 10 Speed 70
Attacks 3 Damage 3-24
Damage Type Physical
Range Attack N

Dark wolves infest the forest between Castleview and Sandcaster. Fortunately, Dark wolves are easy to kill and are immune to nothing. Even weak characters will have no trouble with these beasts.



Death Knight
Experience 100000
HP 750
AC 50 Speed 80
Attacks 2 Damage 2-500
Damage Type Physical
Range Attack N

Death Knights are the elite fighting force of the Vowless Knights of the Northern Tower. They are 50% immune to all attacks but magic.



Doom Knight
Experience 500000
HP 1000
AC 50 Speed 100
Attacks 4 Damage 2-500
Damage Type Physical
Range Attack N

Doom Knights can also be found in the Northern Tower. They are even tougher than Death Knights, are 80% immune to all attacks but magic, and dish out twice as many attacks as Death Knights. Sometimes their attack will slay an unlucky opponent before he is out of hit points.



Dragon Mummy
Experience 2000000
HP 3000
AC 30 Speed 100
Attacks 1 Damage 2000-4000
Damage Type Physical
Range Attack N

Dragon Mummies are among the most powerful monsters in the game. Their touch causes disease and 2 to 4 thousand points of damage. If that's not bad enough, Dragon Mummies are 100% immune to cold and poison, 80% to electricity, and 90% to physical attacks. Dragon Sleep works against them.



Earth Blaster
Experience 250000
HP 1000
AC 10 Speed 100
Attacks 1 Damage 5-500
Damage Type Physical
Range Attack N

Earth Blasters can only be found on the Elemental Plane of Earth. They are virtually immune to all but energy and magic attacks. Implosion works well against these monsters.



Electrapede
Experience 10000
HP 200
AC 10 Speed 50
Attacks 1 Damage 50
Damage Type Electricity
Range Attack N

Electrapedes are found in the meadows south of Castleview. They are dangerous for their paralysis attack and resistance to elemental spells.



Enchantress
Experience 40000
HP 100
AC 25 Speed 60
Attacks 1 Damage 3-450
Damage Type Electricity
Range Attack Y

Enchantresses live in Sandcaster and take their orders from Morgana, the Sorceress. They are resistant to elemental attacks and immune to electricity. Note that their attack is both ranged and powerful.



Energy Dragon
Experience 2000000
HP 5000
AC 100 Speed 250
Attacks 1 Damage 1000
Damage Type Energy
Range Attack Y

Happily, Energy Dragons can only be found on the Dragon Cloud on the other side of the world. They are more or less resistant to everything and 100% immune to energy and poison attacks. Avoid.



Fire Blower
Experience 250000
HP 1000
AC 20 Speed 60
Attacks 1 Damage 5-500
Damage Type Fire
Range Attack N

Fire Blowers can only be found on the Elemental Plane of Fire. Fire Blowers cannot be hurt by fire, of course, but are wide open to magic and cold attacks.



Gamma Gazer
Experience 1000000
HP 5000
AC 60 Speed 200
Attacks 7 Damage 10-200
Damage Type Energy
Range Attack N

Only powerful characters should even THINK of taking on a Gamma Gazer. 'Gazers are completely immune to all elemental attacks but cold and magic, and are 60% resistant to physical damage. Use Mass Distortion a couple of times to cut them down to size.



Gargoyle
Experience 30000
HP 150
AC 35 Speed 30
Attacks 2 Damage 5-250
Damage Type Physical
Range Attack N

Gargoyles are moderately strong monsters that lair near the Eastern Tower. They are only 20% resistant to magic and can be hurt by everything else.



Gettlewaithe
Experience 5000
HP 100
AC 15 Speed 35
Attacks 2 Damage 5-25
Damage Type Physical
Range Attack N

Arrogant king of the Gremlins, Gettlewaithe is not worth the time it takes to kill him. With only 100 hit points and no resistances, Gettlewaithe is a danger only to the weak, incompetent, or severely wounded.



Ghost Mummy
Experience 500000
HP 500
AC 35 Speed 175
Attacks 1 Damage 200-1000
Damage Type Physical
Range Attack N

Ghost Mummies can only be found in the Southern Sphinx on the Clouds side of the world. They are resistant to all attacks but fire. Their touch is damaging and causes magical aging.



Giant
Experience 100000
HP 500
AC 25 Speed 45
Attacks 2 Damage 100-500
Damage Type Physical
Range Attack N

Though the People are on the whole a friendly race, sometimes rogue giants will try to rob or eat lost humans. Giants can sometimes strike their enemies unconscious with the force of their blows before their enemies are out of hit points. They are not resistant to any form of attack.



Goblin
Experience 1000
HP 10
AC 5 Speed 30
Attacks 2 Damage 2-12
Damage Type Physical
Range Attack N

Pitiful creatures that were once human, goblins have been turned loose on the Castlevia streets by the pesky gremlins. They are resistant to nothing and fall to the feeblest of attacks.



Gorgon
Experience 50000
HP 4000
AC 90 Speed 100
Attacks 1 Damage 100-300
Damage Type Physical
Range Attack N

Denizens of the Dungeon of Lost Souls, Gorgons are VERY dangerous. Gorgon attacks are swift and painful, turning unlucky characters to stone. Gorgons are difficult to hit and are resistant to physical and magical damage.



Graalg
Experience 20000
HP 200
AC 15 Speed 50
Attacks 1 Damage 5-50
Damage Type Physical
Range Attack N

Graalg is the dim witted leader of the Ogres. If you anger him (this is easy to do) he will fight you. Fortunately, Graalg, like his brethren, is resistant to nothing and his attack is relatively weak.



Green Dragon
Experience 500000
HP 2500
AC 50 Speed 150
Attacks 1 Damage 500
Damage Type Fire
Range Attack Y

Another dragon that can only be found on the Dragon Cloud, Green Dragons are tough and resistant to all attacks but cold.



Gremlin
Experience 2000
HP 20
AC 7 Speed 35
Attacks 2 Damage 2-20
Damage Type Physical
Range Attack N

Obnoxious pests, Gremlin attacks are little more than an irritant. Gremlins are resistant to nothing and make excellent target practice for beginning players.



Gremlin Guard
Experience 3000
HP 50
AC 10 Speed 35
Attacks 2 Damage 6-30
Damage Type Physical
Range Attack N

Individually weak, Gremlin Guards can get a little dangerous in large groups, like the one that Gettlewaithe will sic on you if you bother him enough. Prepared characters, however, will mow them down.



Griffin
Experience 60000
HP 800
AC 35 Speed 150
Attacks 2 Damage 50-300
Damage Type Physical
Range Attack N

Wild and powerful, Griffins can rip even strong characters to shreds with a single attack and are 80% immune to magic damage. Griffins can sometimes be tamed and used as flying mounts by someone with the right skills and enchantments.



Gurodel
Experience 100000
HP 750
AC 30 Speed 60
Attacks 2 Damage 100-600
Damage Type Physical
Range Attack N

Leader of the People, Gurodel shares his race's ability to knock opponents unconscious with a single lucky blow. He is tough, but resistant to nothing.



Hell Hornet
Experience 50000
HP 250
AC 30 Speed 50
Attacks 2 Damage 2-500
Damage Type Poison
Range Attack N

The only danger from Hell Hornets comes from their poisonous attack and their ability to magically weaken characters touched by it. Hell Hornets are resistant to all but magical damage, and are immune to poison/acid attacks.



Higher Mummy
Experience 100000
HP 400
AC 20 Speed 60
Attacks 1 Damage 10-400
Damage Type Physical
Range Attack N

Long term residents of Necropolis, Higher Mummies don't appreciate living visitors much, and do their best to convert them to non-living visitors. They are resistant to all but fire attacks and their touch curses the items of their opponents.



Hobstadt
 Experience 25000
 HP 400
 AC 20 Speed 70
 Attacks 1 Damage 2-100
 Damage Type Physical
 Range Attack N

Strongest of the Trolls, Hobstadt still isn't much of a threat. A moderately strong party can take him and all his guards out without much trouble. Hobstadt is 50% resistant to fire, cold, electricity, and poison.



Iguanasaurus
 Experience 100000
 HP 2500
 AC 20 Speed 30
 Attacks 1 Damage 10-500
 Damage Type Physical
 Range Attack N

Iguanasaurasi live exclusively in the Desert of Doom. They are moderately resistant to all forms of attack but magic, and their bite causes insanity.



Killer Cobra
 Experience 25000
 HP 1000
 AC 25 Speed 100
 Attacks 1 Damage 2-200
 Damage Type Physical
 Range Attack N

Killer Cobras are found in the Southeast Darkside forest. Killer Cobras are 100% immune to poison damage and 50% resistant to magic. Their bite ages their victims.



Lava Dweller
 Experience 500000
 HP 1500
 AC 30 Speed 40
 Attacks 1 Damage 5-500
 Damage Type Fire
 Range Attack N

Lava Dwellers can be seen in the fire pits surrounding Castle Alamar. They are 100% immune to fire, electricity, and poison.



Lava Roach
 Experience 50000
 HP 500
 AC 20 Speed 70
 Attacks 1 Damage 5-250
 Damage Type Fire
 Range Attack N

Lava Roaches grow to enormous sizes feeding off the heat and the food of the dead in the sewer under Necropolis. Lava Roaches are totally immune to fire, electricity, and poison attacks.



Magic Mage
 Experience 200000
 HP 300
 AC 25 Speed 80
 Attacks 1 Damage 10-300
 Damage Type Electricity
 Range Attack Y

Magic Mages are human wizards mutated by their experiments with unusual spells. They live in the Eastern Tower and hate visitors. Magic mages cannot be harmed by electricity.



Mantis Ant
 Experience 40000
 HP 300
 AC 30 Speed 40
 Attacks 2 Damage 2-200
 Damage Type Physical
 Range Attack N

Mantis Ants are one of the monsters that clog the road to Sandcaster. Their bite is poisonous and they are, predictably, unhurt by poison.



Master Thief
 Experience 20000
 HP 100
 AC 20 Speed 50
 Attacks 1 Damage 250
 Damage Type Physical
 Range Attack N

The Master Thief lives at the top of the Southern Tower. He isn't much of a problem to serious characters, but weak ones may have trouble. Hit him before he hits you!



Master Wizard
 Experience 120000
 HP 500
 AC 25 Speed 150
 Attacks 2 Damage 10-400
 Damage Type Fire
 Range Attack Y

Master Wizards live in and rule Sandcaster. They can take and give a lot of damage and are 100% immune to fire spells. They are also 50% resistant to all other damage but physical.



Medusa Sprite
 Experience 5000
 HP 30
 AC 5 Speed 30
 Attacks 1 Damage 3-9
 Damage Type Physical
 Range Attack N

Medusa Sprites not under Queen Sharla's command are often aggressive and dangerous. Their attack is pitifully weak, but unlucky characters can be turned to stone by their touch.



Mega Dragon
 Experience 100000000
 HP 64000
 AC 100 Speed 200
 Attacks 1 Damage 10-2000
 Damage Type Energy
 Range Attack Y

The Mega Dragon is the mightiest monster in the game. It is 100% immune to all but physical attacks, to which it is only 90% resistant. Unlucky characters will be eradicated by its awesome breath. Good luck.



Mega Mage
 Experience 500000
 HP 500
 AC 35 Speed 100
 Attacks 1 Damage 10-400
 Damage Type Electricity
 Range Attack Y

The Mega Mage is the leader of the mages in the Eastern Tower. he is resistant to all forms of attack but physical damage, and he is totally immune to electrical attacks.



Minotaur
Experience 250000
HP 2000
AC 80 Speed 120
Attacks 1 Damage 100-400
Damage Type Physical
Range Attack N

Minotaurs are created by the witches of Lakeside and sold to the keepers of the Dungeon of Lost Souls for a hefty charge. Minotaurs age their victims.



Mok Heretic
Experience 50000
HP 150
AC 12 Speed 50
Attacks 1 Damage 500
Damage Type Magic
Range Attack Y

Misguided Clerics, Heretics of Mok are moderately resistant to most forms of attack. Note that their personal attack does a LOT of damage.



Morgana
Experience 200000
HP 300
AC 35 Speed 100
Attacks 1 Damage 2-120
Damage Type Energy
Range Attack Y

Morgana is the leader of the Sorceresses in Sandcaster. She is resistant to all forms of attack except physical, and is totally immune to energy damage. Her attack can paralyze characters, making her very dangerous. Handle with care.



Mystic Mage
Experience 100000
HP 200
AC 20 Speed 70
Attacks 1 Damage 10-200
Damage Type Electricity
Range Attack Y

An less expensive model than the Magic Mage, Mystic Mages are dangerous nevertheless. Mystic mages are resistant to all forms of attack by physical, and they cannot be harmed by electricity.



Octopod
Experience 250000
HP 2500
AC 40 Speed 80
Attacks 1 Damage 2-200
Damage Type Poison
Range Attack N

Not surprisingly, Octopods live in Octopod lake. They are 50% resistant to cold and cannot be harmed by poison. Their attack is both acidic and poisonous.



Ogre
Experience 10000
HP 100
AC 15 Speed 30
Attacks 1 Damage 4-40
Damage Type Physical
Range Attack N

In spite of the Ogres' self image, Ogres are weak as monsters on Darkside go. They are resistant to nothing and are slow and easy to hit and kill.



Onyx Golem
 Experience 1000000
 HP 10000
 AC 50 Speed 100
 Attacks 1 Damage 2-500
 Damage Type Magic
 Range Attack N

Onyx Golems were created to guard Darkstone Tower. The Golems are totally immune to everything but physical damage, and their magical attack drains the spell points of their victims. Try to avoid creating more of these things than you must on your way to the top of the tower.



Orc Elite
 Experience 15000
 HP 200
 AC 15 Speed 40
 Attacks 2 Damage 5-50
 Damage Type Physical
 Range Attack N

Smarter than the average Orc, Orc Elite can take three times as much punishment as Orc Guards. They are resistant to nothing.



Orc Guard
 Experience 5000
 HP 60
 AC 10 Speed 20
 Attacks 1 Damage 3-30
 Damage Type Physical
 Range Attack N

Orc Guards are sword fodder that work in the Temple of Bark. You will have no trouble slaying them by the dozens.



Orc Shaman
 Experience 10000
 HP 50
 AC 15 Speed 30
 Attacks 1 Damage 5-25
 Damage Type Cold
 Range Attack Y

Orc Shamans are the wizard caste of the Orcs. Their cold spells are not very damaging, but the sleep spell it is combined with is very dangerous. If the whole party goes to sleep at once you will lose the battle.



Phase Dragon
 Experience 2000000
 HP 4000
 AC 80 Speed 200
 Attacks 1 Damage 750
 Damage Type Cold
 Range Attack Y

Another Dragon that only lives on the Dragon Cloud, Phase Dragons make Cloud Dragons look like wimps. They are resistant to all forms of damage but fire, and are unharmed by cold and poison.



Phase Mummy
 Experience 500000
 HP 500
 AC 35 Speed 175
 Attacks 1 Damage 200-1200
 Damage Type Physical
 Range Attack N

Phase mummies "live" in the Southern Sphinx. They are resistant to all damage but fire and their touch drains spell points. Though powerful, Phase Mummies usually stay in their sarcophagi unless disturbed.



Power Lich
Experience 200000
HP 500
AC 20 Speed 60
Attacks 1 Damage 10-100
Damage Type Magic
Range Attack Y

Citizens of Necropolis, Power Liches are tough opponents. Their attacks will knock unlucky characters unconscious, even if they still have hit points. Power Liches are resistant to physical and magical damage.



Rogue
Experience 5000
HP 50
AC 10 Speed 30
Attacks 1 Damage 60
Damage Type Physical
Range Attack N

Weak thieves. These characters will fall to your party with the greatest of ease. They are resistant to nothing.



Rooka
Experience 5000
HP 60
AC 5 Speed 40
Attacks 1 Damage 3-30
Damage Type Physical
Range Attack N

The Queen of the Rats. Rooka presents a small danger to low level characters. Her bite causes disease.



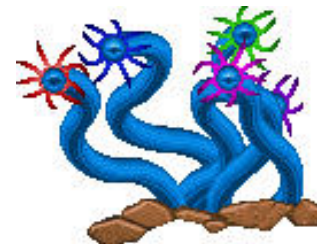
Royal Vampire
Experience 400000
HP 750
AC 40 Speed 125
Attacks 1 Damage 10-500
Damage Type Physical
Range Attack N

Royal Vampires are members of the royal family of Blackfang. They are the strongest of the vampires in Castle Blackfang and are resistant to all forms of damage. Their touch curses the items of their foes.



Sabertooth
Experience 10000
HP 100
AC 20 Speed 60
Attacks 3 Damage 5-50
Damage Type Physical
Range Attack N

Sabertooths dwell in the Gemstone Mines. They are easy to kill and aren't resistant to any kind of damage. If you can survive the attacks of the Beholder Bats, you can survive a fight with these critters as well.



Sand Flower
Experience 10000
HP 100
AC 10 Speed 50
Attacks 5 Damage 5-25
Damage Type Physical
Range Attack N

Sand Flowers live in the Desert of Doom. Their low hit points makes them easy to kill, but their attack is damaging and their touch will put (unlucky?!) characters in love. Sand Flowers are resistant to physical and magical damage.



Sandro
 Experience 200000
 HP 1000
 AC 20 Speed 75
 Attacks 1 Damage 10-100
 Damage Type Magic
 Range Attack Y

Sandro is a powerful lich dwelling in Necropolis. Though you may defeat him in battle, Sandro will come back to life if you return to him without his heart. Sandro's attack will sometimes kill characters outright, even if they still have hit points. Sandro is very resistant to physical and magical damage.



Scaps
 Experience 2000000
 HP 3000
 AC 30 Speed 100
 Attacks 1 Damage 2000-4000
 Damage Type Physical
 Range Attack N

Scaps is a dragon mummy imprisoned in the dungeon below Castle Kalindra. He is immune to cold and poison damage and very resistant to physical and electrical attacks.



Screamer
 Experience 500000
 HP 3000
 AC 50 Speed 200
 Attacks 1 Damage 10-200
 Damage Type Poison
 Range Attack N

Screamers are 100% immune to poison damage and 60% resistant to physical attacks. Their attack poisons their victims.



Sewer Hag
 Experience 50000
 HP 75
 AC 10 Speed 40
 Attacks 1 Damage 10-250
 Damage Type Electricity
 Range Attack Y

Dwellers of the sewer below Sandcaster, Sewer Hags are Sorceresses too evil to remain in the guild above ground. They can't be hurt by electrical or poison attacks and their attack will drive unlucky characters insane.



Sewer Rat
 Experience 2000
 HP 40
 AC 5 Speed 35
 Attacks 1 Damage 3-30
 Damage Type Physical
 Range Attack N

Sewer Rats are pests that live in the sewer below Castlevia. Even weak parties should have no trouble disposing of these unclean rodents.



Sewer Slug
 Experience 1000
 HP 25
 AC 2 Speed 25
 Attacks 1 Damage 2-20
 Damage Type Physical
 Range Attack N

Another inhabitant of the Castlevia Sewer, Sewer Slugs are even easier to kill than Sewer Rats. Sewer rats are totally immune to poison.



Sewer Stalker
Experience 50000
HP 250
AC 30 Speed 25
Attacks 1 Damage 3-300
Damage Type Physical
Range Attack N

Sewer Stalkers live in the sewer below Lakeside and eat adventurers poking around where they don't belong. They are resistant to poison and cold and have no special attacks.



Shaalth
Experience 20000
HP 300
AC 15 Speed 50
Attacks 1 Damage 5-50
Damage Type Cold
Range Attack N

Shaalth is the spiritual leader of the Orcs. Shaalth's cold spell is simultaneously a sleep spell. There is a danger that the entire party will fall asleep at once and lose the battle.



Sharla
Experience 10000
HP 50
AC 5 Speed 50
Attacks 1 Damage 3-12
Damage Type Physical
Range Attack N

Sharla is the Queen of the Sprites. She is peaceful, so you shouldn't attack her. She can't take or give much damage.



Skeletal Lich
Experience 500000
HP 2000
AC 30 Speed 200
Attacks 1 Damage 1000
Damage Type Energy
Range Attack Y

Skeletal Liches are residents of the Dungeon of Death. Their attack can eradicate unlucky characters before their time. They are resistant to all forms of damage.



Sky Golem
Experience 200000
HP 1000
AC 50 Speed 100
Attacks 1 Damage 2-200
Damage Type Cold
Range Attack Y

Similar in appearance to Onyx Golems, Sky Golems are much less powerful. They are, however, more than a match for all but the most powerful of characters. Sky Golems are 50% resistant to all forms of attack.



Slayer Knight
Experience 50000
HP 500
AC 30 Speed 50
Attacks 1 Damage 2-500
Damage Type Physical
Range Attack N

Slayer Knights are the weakest kind of Knight in the Northern Tower. They have no special attack and they are 50% resistant to all damage but magic and physical.



Sorceress
Experience 80000
HP 200
AC 30 Speed 80
Attacks 1 Damage 2-100
Damage Type Magic
Range Attack Y

Sorceresses live and work in Sandcaster. The guild has gone bad, though, and many Sorceresses rob and extort the townspeople for a living. Sorceresses are lightly resistant to all forms of attack.



Thief
Experience 10000
HP 100
AC 15 Speed 40
Attacks 1 Damage 100
Damage Type Physical
Range Attack N

Thieves infest the Southern Tower. They have no special resistances, but their attack is strong.



Tidal Terror
Experience 500000
HP 1000
AC 10 Speed 200
Attacks 1 Damage 5-500
Damage Type Cold
Range Attack N

Tidal Terrors can only be found on the Elemental Plane of Water. They are vulnerable to magical damage, but they are not harmed by physical, fire, or poison damage.



Troll Chief
Experience 20000
HP 300
AC 15 Speed 65
Attacks 1 Damage 2-100
Damage Type Physical
Range Attack N

Troll Chiefs are merely powerful members of their race. They are 50% resistant to attacks involving fire, cold, electricity, and poison.



Troll Grunt
Experience 10000
HP 100
AC 5 Speed 50
Attacks 1 Damage 2-50
Damage Type Physical
Range Attack N

Troll Grunts are weak members of their race. Like all trolls, Troll Grunts are 50% resistant to fire, cold, electricity, and poison.



Troll Guard
Experience 15000
HP 200
AC 10 Speed 60
Attacks 1 Damage 2-70
Damage Type Physical
Range Attack N

Troll Guards are the mid-range models. They are resistant to the same things other trolls are: fire, cold, electricity, and poison.



Valio
Experience 60000
HP 150
AC 15 Speed 60
Attacks 1 Damage 10-250
Damage Type Magic
Range Attack N

Valio is a weak Master Wizard. Valio will only fight you if you try to steal from him. He is resistant to all forms of damage but physical.



Vampire
Experience 200000
HP 400
AC 30 Speed 80
Attacks 1 Damage 10-100
Damage Type Physical
Range Attack N

Vampires are standard, controlled undead recently "turned" by a more powerful vampire living in castle Blackfang. Their touch weakens their victims, and they are 50% resistant to all attacks.



Vampire King
Experience 3000000
HP 10000
AC 60 Speed 200
Attacks 1 Damage 10-2500
Damage Type Physical
Range Attack N

Vampire Kings can only be found in the Dungeon of Death. They are very resistant to all forms of damage, and their attack will eradicate unlucky characters.



Vampire Lord
Experience 300000
HP 500
AC 35 Speed 100
Attacks 1 Damage 10-300
Damage Type Physical
Range Attack N

Vampire Lords can be found in Castle Blackfang. They are powerful vampires under their own control. The attack of a Vampire Lord may put the victim asleep.



Vulture Roc
Experience 200000
HP 2500
AC 50 Speed 150
Attacks 1 Damage 5-300
Damage Type Physical
Range Attack N

Vulture Rocs are dangerous desert pests that don't wait for their food to die on its own. Fortunately, they have no special resistances to damage, nor does their attack have any extra magical effect.



Whirlwind
Experience 250000
HP 1000
AC 10 Speed 250
Attacks 1 Damage 5-500
Damage Type Physical
Range Attack N

Whirlwinds are elemental beasts that can only be found on the Elemental Plane of Air. They can only be harmed by magic and energy. Try Implosion.



Witch
 Experience 80000
 HP 150
 AC 15 Speed 70
 Attacks 1 Damage 10-100
 Damage Type Electricity
 Range Attack Y

Witches live in Lakeside. Have no pity for these evil women: They have sent many a villager to the Dungeon of Lost Souls in the shape of a Minotaur. Witches are totally immune to electricity.



Wizard
 Experience 60000
 HP 250
 AC 20 Speed 125
 Attacks 1 Damage 10-250
 Damage Type Magic
 Range Attack Y

Wizards can usually be found in Sandcaster. They are moderately resistant to all forms of attack but physical.



Xenoc
 Experience 250000
 HP 700
 AC 35 Speed 175
 Attacks 1 Damage 10-500
 Damage Type Energy
 Range Attack N

Xenoc is the leader of the Wizards in Sandcaster. His attack is powerful and he is entirely resistant to energy attacks (no Implosion!)



Yog
 Experience 25000
 HP 100
 AC 5 Speed 60
 Attacks 1 Damage 30
 Damage Type Physical
 Range Attack N

Yog is the chief of the Barbarians. He will not pick a fight with you if you don't pick a fight with him. Yog has no special resistances or attacks.



Spells

Magic. In Clouds of Xeen, magic works on a daily basis. At 5:00 AM the new Magical Day begins and all magic from the previous day wears away, cancelling protection, light and other active spells.

Who can cast spells. Most character classes in Clouds of Xeen possess some capacity for magic. Clerics, Sorcerers, and Druids are the primary spell casters; Paladins, Archers, and Rangers are secondary. Knights, Robbers, Ninjas, and Barbarians are unable to cast spells. Secondary spell casters have half as many spell points as primary spell casters.

There are two types of spells: Cleric and Sorcerer. Clerics and Paladins can only cast Cleric spells, Sorcerers and Archers can only cast Sorcerer spells, and Druids and Rangers can cast some of both.

Spell Descriptions. There are 76 unique spells in Clouds of Xeen, some of which are shared between character classes. The descriptions of these spells include the following:

Name	Generally descriptive of the spell's effects.
Cost	The number of Spell Points and, in some cases, Gems that must be spent to cast a spell. Some spells require a certain number of Spell Points to be spent per level of the spell caster.
Object	Who is affected by the spell. Party Member: A single player character. Party: All characters that make up the party. Single Monster: One opponent. Group: Three opponents standing before the party. Cone: All opponents in front of the party.
Effect	What effect the spell has on its recipient.

Acquiring Spells. All spells can be purchased from the various Mage Guilds in the land of Xeen. Many spells can also be found while adventuring.

Types of Spells. Spells perform different services for the party, such as combat, first aid, or general assistance. These three different types are represented with the following symbols for easy reference:



First Aid. These spells are used to heal the Party's wounds, resurrect characters who have died, and remove conditions from a distressed Party member.



Combat. These spells are used to defend the Party or attack an opposing force.



General. Spells of general assistance to the Party, such as Light or Create Food.

Cleric and Paladin Spells

Acid Spray	8 SP
Awaken	1 SP
Beast Master	5 SP/2 G
Bless	2 SP per Level/1 G
Cold Ray	2 SP per Level/4 G
Create Food	20 SP/5 G
Cure Disease	10 SP
Cure Paralysis	12 SP
Cure Poison	8 SP
Cure Wounds	3 SP
Day of Protection	75 SP/10 G
Deadly Swarm	12 SP
Divine Intervention	200 SP/20 G
Fiery Flail	25 SP/5 G
First Aid	1 SP
Flying Fist	2 SP
Frost Bite	7 SP
Heroism	2 SP per Level/1 G
Holy Bonus	2 SP per Level/1 G
Holy Word	100 SP/20 G
Hypnotize	15 SP/4 G
Light	1 SP
Mass Distortion	75 SP/10 G
Moon Ray	60 SP/10 G
Nature's Cure	6 SP
Pain	4 SP
Power Cure	2 SP per Level/3 G
Protection from Elements	1 SP per Level/1 G
Raise Dead	50 SP/10 G
Resurrect	125 SP/20 G
Revitalize	2 SP
Sparks	1 SP per Level/1 G
Stone to Flesh	35 SP/5 G
Sun Ray	150 SP/20 G
Suppress Disease	5 SP
Suppress Poison	4 SP
Town Portal	30 SP/5 G
Turn Undead	5 SP/2 G
Walk on Water	7 SP

Sorcerer and Archer Spells

Awaken	1 SP
Clairvoyance	5 SP/2 G
Dancing Sword	3 SP per Level/10 G
Day of Sorcery	40 SP/10 G
Detect Monster	6 SP
Dragon Sleep	10 SP/4 G
Elemental Storm	100 SP/10 G
Enchant Item	30 SP/20 G
Energy Blast	1 SP per Level/1 G
Etherealize	30 SP/10 G
Fantastic Freeze	15 SP/5 G
Finger of Death	10 SP/4 G
Fire Ball	2 SP per Level/2 G
Golem Stopper	20 SP/10 G
Identify Monster	5 SP
Implosion	100 SP/20 G
Incinerate	35 SP/10 G
Inferno	75 SP/10 G
Insect Spray	5 SP/1 G
Item to Gold	20 SP/10 G
Jump	4 SP
Levitate	5 SP
Light	1 SP
Lightning Bolt	2 SP per Level/2 G
Lloyd's Beacon	6 SP/2 G
Magic Arrow	2 SP
Mega Volts	40 SP/10 G
Poison Volley	25 SP/10 G
Power Shield	2 SP per Level/2 G
Prismatic Light	60 SP/10 G
Recharge Item	15 SP/10 G
Shrapmetal	1 SP per Level/1 G
Sleep	3 SP/1 G
Star Burst	200 SP/20 G
Super Shelter	15 SP/5 G
Teleport	10 SP
Time Distortion	8 SP
Toxic Cloud	4 SP/1 G
Wizard Eye	5 SP/2 G

Druid and Ranger Spells

Acid Spray	8 SP
Awaken	1 SP
Beast Master	5 SP
Bless	2 SP per Level/1 G
Clairvoyance	5 SP/2 G
Cold Ray	2 SP per Level/4 G
Cure Disease	10 SP
Cure Poison	8 SP
Cure Wounds	3 SP
Energy Blast	1 SP per Level/1 G
Fire Ball	2 SP per Level/2 G
First Aid	1 SP
Flying Fist	2 SP
Frost Bite	7 SP
Heroism	2 SP per Level/1 G
Holy Bonus	2 SP per Level/1 G
Identify Monster	5 SP
Insect Spray	5 SP/1 G
Jump	4 SP
Levitate	5 SP
Light	1 SP
Lightning Bolt	2 SP per Level/2 G
Magic Arrow	2 SP
Nature's Cure	6 SP
Pain	4 SP
Power Cure	2 SP per Level/3 G
Power Shield	2 SP per Level/2 G
Protection from Elements	1 SP per Level/1 G
Revitalize	2 SP
Shrapmetal	1 SP per Level/1 G
Sleep	3 SP/1 G
Sparks	1 SP per Level/1 G
Suppress Disease	5 SP
Suppress Poison	4 SP
Toxic Cloud	4 SP/1 G
Turn Undead	5 SP/2 G
Walk on Water	7 SP
Wizard Eye	5 SP/2 G

Cleric Spells

Acid Spray



Cost 8 Spell Points
Object All Visible Monsters

Caster sprays a fine acid mist on all the monsters in front of him, inflicting 15 points of Poison damage on each monster.

Awaken



Cost 1 Spell Point
Object Party

Pulls all sleeping party members from their slumber, cancelling the SLEEP condition.

Beast Master



Cost 5 Spell Points and 2 Gems
Object 1 Group of Animals

Hypnotizes a group of monsters into stillness until they overcome the spell.

Bless



Cost 2 Spell Points per Level & 1 Gem
Object 1 Party Member

Improves the armor class of a character by 1 per level of the caster.

Cold Ray



Cost 2 Spell Points per Level & 4 Gems
Object All visible monsters

A cone of absolute zero springs from the caster's hand momentarily, inflicting 2-4 points of Cold damage per level of the caster on all visible monsters.

Create Food



Cost 20 Spell Points and 5 Gems
Object Party

Creates one unit of food for each living party member.

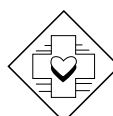
Cure Disease



Cost 10 Spell Points
Object 1 Party Member

Removes the DISEASED condition from a character

Cure Paralysis



Cost 12 Spell Points
Object 1 Party Member

Removes the PARALYZED condition from a character.

Cure Poison



Cost 8 Spell Points
Object 1 Party Member

Removes the POISONED condition from a character.

Cure Wounds



Cost 3 Spell Points
Object 1 Party Member

Magically cures one character of 15 points of damage.

Day of Protection



Cost 75 Spell Points and 10 Gems
Object Party

Simultaneously casts Light, Protection from all elements, Heroism, Holy Bonus, and Bless for the bargain basement price of 75 spell points.

Deadly Swarm



Cost 12 Spell Points
Object Group

Surrounds a group of monsters with biting, stinging, burrowing, gouging, and chewing insects, inflicting 40 points of Physical damage on each monster.

Divine Intervention



Cost 200 Spell Points and 20 Gems
Object Party

Heals the entire party of all damage short of ERADICATION. Using this spell adds 5 years to the age of the caster.

Fiery Flail



Cost 25 Spell Points and 5 Gems
Object 1 Monster

Caster fires a jet of flame at one monster, inflicting 100 points of Fire damage.

First Aid



Cost 1 Spell Point
Object 1 Party Member

Magically cures light battle wounds and scrapes, restoring 6 Hit Points to an injured Party Member.

Flying Fist



Cost 2 Spell Points
Object 1 Monster

Deals a light blow to a monster, inflicting 6 points of Physical damage.

Frostbite



Cost 7 Spell Points
Object 1 Monster

Draws the body heat out of a monster, inflicting 35 points of Cold damage.

Heroism



Cost 2 Spell Points per Level & 3 Gems
Object 1 Party Member

Increases the temporary level of a character by 1 per level of the caster

Holy Bonus



Cost 2 Spell Points per Level & 1 Gem
Object 1 Party Member

Increases the damage inflicted by a character when fighting by 1 point per level of the caster.

Holy Word



Cost 100 Spell Points and 20 Gems
Object 1 Group of Undead

Completely removes the animating magic of the Undead, returning them to the dust from whence they came.

Hypnotize



Cost 15 Spell Points and 4 Gems
Object Group

Like Beast Master, this spell hypnotizes a group of monsters into stillness until they overcome the spell, except that it works on monsters other than animals.

Light



Cost 1 Spell Point
Object Party

Fills a dungeon with a steady, soft light until the party rests.

Mass Distortion



Cost 75 Spell Points and 10 Gems
Object Group

Increases the weight of your opponents, effectively removing half of their hit points.

Moon Ray



Cost 60 Spell Points and 10 Gems
Object All Visible Monsters and Party

Inflicts 30 points of Energy damage to each monster in sight and cures each party member of 30 points of damage.

Nature's Cure



Cost 6 Spell Points
Object 1 Party Member

Heals a character of 25 points of damage.

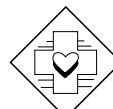
Pain



Cost 4 Spell Points
Object Group

Stimulates the Pain centers of your opponent's brains, inflicting 8 points of physical damage.

Power Cure



Cost 2 Spell Points per Level & 3 Gems
Object 1 Party Member

Heals a character of 2-12 points of damage per level of the caster.

Protection From Elements



Cost 1 Spell Point per Level & 1 Gem
Object Party

Reduces the damage the party receives from the elements. The caster can choose which element this applies to when the spell is cast.

Raise Dead



Cost 50 Spell Points and 10 Gems
Object 1 Party Member

Removes the DEAD condition from a character. Using this spell will subtract 1 point from the endurance of the dead character.

Resurrection



Cost 125 Spell Points and 20 Gems
Object 1 Party Member

Removes the ERADICATED condition from a character. Using this spell will add 5 years to the age of both the caster and the eradicated character.

Revitalize



Cost 2 Spell Points
Object 1 Party Member

Removes the WEAK condition from a character.

Sparks



Cost 1 Spell Point per Level & 1 Gem
Object Group

Envelopes the monsters in an electrically charged gas cloud, inflicting 2 points of Electrical damage per level of the caster.

Stone to Flesh



Cost 35 Spell Points and 5 Gems
Object 1 Party Member

Removes the STONED condition from a character.

Sun Ray



Cost 150 Spell Points and 20 Gems
Object All Visible Monsters

Shines the intensified light of the sun into all monsters in front of the caster, inflicting 200 points of Energy damage on each monster.

Suppress Disease



Cost 5 Spell Points
Object 1 Party Member

Slows the effect of disease on a character, but does not remove the DISEASED condition.

Suppress Poison



Cost 4 Spell Points
Object 1 Party Member

Slows the effect of poison on a character, but does not remove the POISONED condition.

Town Portal



Cost 30 Spell Points and 5 Gems
Object Party

Teleports the party to the town of your choice.

Turn Undead



Cost 5 Spell Points and 2 Gems
Object 1 Group of Undead

Weakens the evil magic that animates the Undead, inflicting 25 points of damage.

Walk on Water



Cost 7 Spell Points
Object Party

Allows the party to walk over both shallow and deep water.

Sorcerer Spells

Awaken



Cost 1 Spell Point
Object Party

Pulls all sleeping party members from their slumber, cancelling the SLEEP condition.

Clairvoyance



Cost 5 Spell Points and 2 Gems
Object Party

Causes the two gargoyle heads on the screen to animate and give advice for certain yes/no decisions, usually chests.

Dancing Sword



Cost 3 Spell Points per Level & 10 Gems
Object Group

Similar to Shrapmetal, the dancing sword spell creates hundreds of razor sharp blades that strip the flesh from your foes. Dancing Sword inflicts 6 to 14 points of Physical damage per level of the caster.

Day of Sorcery



Cost 40 Spell Points and 10 Gems
Object Party

This spell is a super saver plan that simultaneously casts Light, Levitate, Wizard Eye, Clairvoyance, and Power shield on all party members.

Detect Monster



Cost 6 Spell Points
Object Party

Shows the location of all the monsters near the party.

Dragon Sleep



Cost 10 Spell Points and 4 Gems
Object 1 dragon

Puts a dragon to sleep, much the way a sleep spell puts humans to sleep.

Elemental Storm



Cost 100 Spell Points and 10 Gems
Object All Visible Monsters

Pounds all the monsters in front of the party with a storm of magical energy, inflicting 150 points of a random damage type to each monster.

Enchant Item



Cost 30 Spell Points and 20 Gems
Object 1 Item

Bestows magical power to an item that has none. The more powerful the spell caster, the better the chance for a powerful item.

Energy Blast



Cost 1 Spell Point per Level & 1 Gem
Object 1 Monster

A bolt of pure energy is fired from the caster's clenched fist, inflicting 2 to 6 points of Energy damage per level of the caster.

Etherealize



Cost 30 Spell Points and 10 Gems
Object Party

Moves the party one square forward, regardless of barriers. This spell may succeed in areas where the teleport spell fails.

Fantastic Freeze



Cost 15 Spell Points and 5 Gems
Object Group

Reduces the temperature of the air around a group of monsters to absolute zero for a moment, inflicting 40 points of Cold damage on each monster.

Finger of Death



Cost 10 Spell Points and 4 Gems
Object Group

Bloodlessly slays the opponents the caster points to.

Fire Ball



Cost 2 Spell Points per Level & 2 Gems
Object Group

Sets off a fiery explosion within a group of monsters, inflicting 3 to 7 points of Fire damage per level of the caster.

Golem Stopper



Cost 20 Spell Points and 10 Gems
Object 1 Golem

Golem stopper deprives a golem of the magic that animates it, inflicting 100 points of damage.

Identify Monster



Cost 5 Spell Points
Object Group

Reveals the condition of the monsters the party is fighting.

Implosion



Cost 100 Spell Points and 20 Gems
Object 1 Monster

The ultimate in monster killing, Implosion concentrates local gravity inside the targeted monster, annihilating all but the most powerful opponents. Implosion inflicts 1000 points of Energy damage.

Incinerate



Cost 35 Spell Points and 10 Gems
Object 1 Monster

Shoots a stream of fire at one monster, inflicting 250 points of Fire damage.

Inferno



Cost 75 Spell Points and 10 Gems
Object Group

Engulfs one group of monsters in magical fire, inflicting 250 points of Fire damage on one group.

Insect Spray



Cost 5 Spell Points and 1 Gem
Object Group

Coats a group of monsters with a poison specially designed to kill insects.

Item to Gold



Cost 20 Spell Points and 10 Gems
Object 1 Item

Converts an item into an amount of gold pieces equal to the value of the item (Merchant skill not included).

Jump



Cost 4 Spell Points
Object Party

Puts enough strength into the legs of the party to jump over one square, provided there are no walls of matter or magic. This spell cannot be used in combat.

Levitate



Cost 5 Spell Points
Object Party

Imparts weightlessness to the party members, preventing them from falling into pit traps, quagmires, through the clouds, etc.

Light



Cost 1 Spell Point
Object Party

Fills a dungeon with a steady, soft light until the party rests.

Lightning Bolt



Cost 2 Spell Points per Level & 2 Gems
Object Group

Lightning flashes from the caster's hand, electrocuting monsters for 4 to 6 points of damage per level of the caster.

Lloyd's Beacon



Cost 6 Spell Points & 2 Gems
Object Party

This spell allows you to magically return to a place you have already been. Cast the spell once to set the beacon, and again when you wish to return. Each party member may have their own beacon.

Magic Arrow



Cost 2 Spell Points
Object 1 Monster

Fires a magical bolt at one opponent, inflicting 8 points of damage of Magical damage.

Mega Volts

Cost 40 Spell Points and 10 Gems
Object Group



Mega Volts is an improved version of Lightning Bolt, inflicting 150 points of Electrical damage on a group of monsters.

Poison Volley

Cost 25 Spell Points and 10 Gems
Object All visible monsters



Fires 6 poison arrows into each square in front of the party. The arrows do 10 points of Poison damage each.

Power Shield

Cost 2 Spell Points per Level & 2 Gems
Object Party Member



Reduces the damage inflicted on a party member by a number equal to the level of the caster.

Prismatic Light

Cost 60 Spell Points and 10 Gems
Object All Visible Monsters



Mysterious light springs from the caster's palm, inflicting 80 points of a random damage type depending on which ray hits a monster. The damage type is unpredictable.

Recharge Item

Cost 15 Spell Points and 10 Gems
Object 1 item



Restores 1 to 6 charges to an item that has at least one charge remaining. There is a slight risk the spell will destroy the item.

Shrapmetal

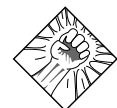
Cost 1 Spell Point per Level & 1 Gem
Object Group



Sprays a group of monsters with sharp metal fragments, inflicting 2 points of Physical damage per level of the caster.

Sleep

Cost 3 Spell Points and 1 Gem
Object Group



Puts a group of monsters to sleep until they overcome the spell or are damaged.

Star Burst

Cost 200 Spell Points and 20 Gems
Object All Visible Monsters



Includes all monsters in front of the party in a massive explosion, inflicting 500 points of Physical damage on each monster.

Super Shelter

Cost 15 Spell Points and 5 Gems
Object Party



Hides the party from the monsters in unsafe places, permitting them to rest without incident.

Teleport



Cost 10 Spell Points
Object Party

Sends the party up to 9 squares in the direction the party is facing, regardless of obstacles.

Time Distortion



Cost 8 Spell Points
Object Party

Warps time, giving the party just enough time to run away from a combat.

Toxic Cloud



Cost 4 Spell Points and 1 Gem
Object Group

Surrounds a group of monsters with noxious gasses, inflicting 10 points of Poison damage.

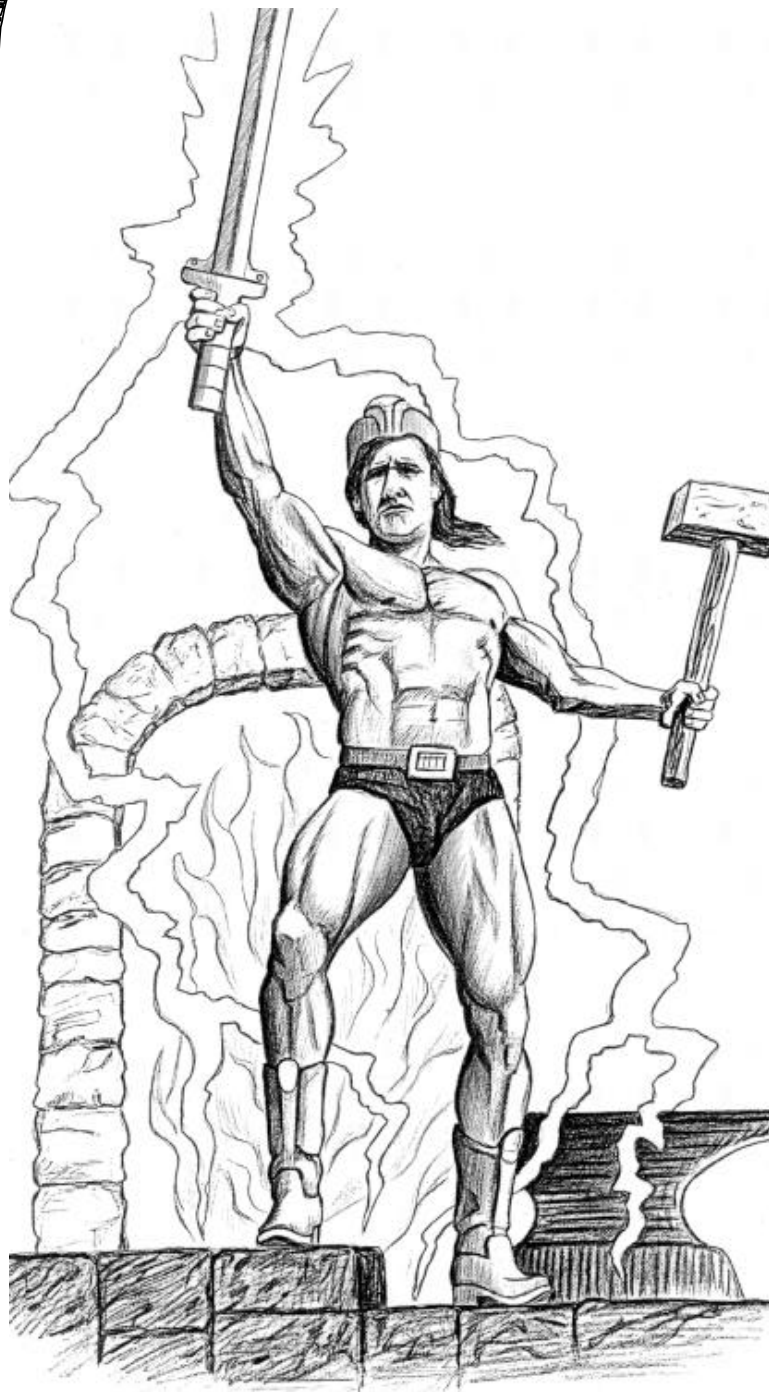
Wizard Eye



Cost 5 Spell Points and 2 Gems
Object Party

Wizard eye gives the party a bird's-eye view of their surroundings. The view will appear in the upper right corner of the game screen.





Items

This next chapter is an explanation of the different powers, uses, and abilities that items can have in Darkside of Xeen. Most of the items in the game are "constructed" randomly using some simple rules that this chapter will detail. There are a few items that are not, and these items are called "quest items". It is not possible to sell or lose a quest item, and most of the quest items have no offensive or defensive value. Quest items have one purpose and cannot be used for anything else. The only exception to this rule is the Xeen Slayer sword, which can be used as a weapon, but cannot be sold or dropped.

Items

There are five basic categories of items in Darkside of Xeen. They are: Armor, Weapons, Accessories, Miscellaneous, and Quest items. There are a small number of quest items in the game, so they will be detailed later. The rest of the items follow a few simple rules that determine the abilities of items you find while adventuring.

Each item (except quest items) can have one modifier to it. It is possible to find a silver shield, or a photon blade, or a box of light, but you will never find a blazing short sword of light.

There are four kinds of modifiers for items. They are:

Elements

An item that possesses an elemental modifier will, when equipped, affect the character's statistics. For example, if an armor or accessory item has the modifier Blazing, the fire resistance for that character is increased by 25 points. If a weapon has the modifier, the weapon will inflict an additional 20 points of fire damage. There are six different elemental modifiers. They are Fire, Electric, Cold, Acid/Poison, Energy, and Magic.

Metals

Equipping an armor or weapon item that has a Metal modifier also enhances character statistics. For an armor item, equipping it will increase (or, in some

cases, decrease) the character's armor class rating. Equipping a weapon with a metal prefix affects the character's chance to hit as well as the amount of damage inflicted per hit. Additionally, a metal modifier contains a cost multiplier for the base item. For example, a silver item that costs 15 gold pieces normally would be multiplied by 5 for a total cost of 75 gold pieces. Accessories with the metal modifier have no special abilities—they are just worth more. Miscellaneous items cannot have the metal modifier.

Attributes

Equipping an item with the attribute modifier increases the specified attribute of the character. A luck sword, for instance, would increase the character's luck by 20. Miscellaneous items cannot have an attribute modifier.

Special Abilities

Only miscellaneous items can have special abilities. A special ability will look like "Box of Toxic Clouds" and mean that the item can cast the toxic cloud spell. Any character can use a miscellaneous item.

Base items

Base items are the simple objects in an item name, such as the sword in "blazing sword". Each base item contains five parts: the item name, the base cost of the item in GOLD PIECES, the item base modifier, how it is equipped, and the restrictions for the different classes for the item. The item base modifier

affects one of two statistics for the character. Armor items increase or decrease the character's armor class. The modifier for a weapon item is the amount of damage per hit that the item inflicts. For instance, a short sword modifier is 2d3, which will inflict from 2-6 points of damage.

A character may equip a one-handed (1h) weapon and shield, or 1 two-handed (2H) weapon. Only 1 missile (1M) weapon may be equipped at a time. Other equipping restrictions include one helmet, pair of boots, belt, etc. at a time. Wearing a cloak as well as armor is also possible.

The following are the abbreviations used in the equipping restriction section:

Ar	Archer
B	Barbarian
Cl	Cleric
Dr	Druid
K	Knight
N	Ninja
P	Paladin
Ra	Ranger
Ro	Robber
S	Sorcerer

If a class is listed under the restrictions, a character of that class may not equip or use the specified item. "Max for K" would mean that is the heaviest armor that a Knight could normally wear.

Elements

Fire	Resistance	Damage
Burning	5	2
F fiery	7	3
Pyric	9	4
Fuming	12	5
Flaming	15	10
Seething	20	15
Blazing	25	20
Scorching	30	30

Electric	Resistance	Damage
Flickering	5	2
Sparking	7	3
Static	9	4
Flashing	12	5
Shocking	15	10
Electric	20	15
Dyna	25	20

Cold	Resistance	Damage
Icy	5	2
Frost	10	4
Freezing	15	5
Cold	20	10
Cryo	25	20

Acid / Poison	Resistance	Damage
Acidic	10	2
Venomous	15	4
Poisonous	20	8
Toxic	25	16
Noxious	40	32

Energy	Resistance	Damage
--------	------------	--------

Glowing	5	2
Incandescent	7	3
Dense	9	4
Sonic	11	5
Power	13	10
Thermal	15	15
Radiating	20	20
Kinetic	25	30

Magic	Resistance	Damage
-------	------------	--------

Mystic	5	5
Magical	10	10
Ectoplasmic	20	25

Metals

Common	To Hit	Dmg	AC	Costmod
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Wooden	-3	-3	-3	x.1
Leather	-4	-6	+0	x.25
Brass	+3	-4	-2	x.5
Bronze	+2	-2	-1	x.75
Iron	+1	+2	+1	x2
Silver	+2	+4	+2	x5
Steel	+3	+6	+4	x10
Gold	+4	+8	+6	x20
Platinum	+6	+10	+8	x50

Rare	To Hit	Dmg	AC	Costmod
------	--------	-----	----	---------

Glass	+0	+0	+0	x2
Coral	+1	+1	+1	x3
Crystal	+1	+1	+1	x5
Lapis	+2	+2	+2	x10
Pearl	+2	+2	+2	x20
Amber	+3	+3	+3	x30
Ebony	+4	+4	+4	x40
Quartz	+5	+5	+5	x50

Precious	To Hit	Dmg	AC	Costmod
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Ruby	+6	+12	+10	x60
Emerald	+7	+15	+12	x70
Sapphire	+8	+20	+14	x80
Diamond	+9	+30	+16	x90
Obsidian	+10	+50	+20	x100

Attributes

Might Equip Bonus

Might	2
Strength	3
Warrior	5
Ogre	8
Giant	12
Thunder	17
Force	23
Power	30
Dragon	38
Photon	47

Intellect Equip Bonus

Clever	2
Mind	3
Sage	5
Thought	8
Knowledge	12
Intellect	17
Wisdom	23
Genius	30

Personality Equip Bonus

Buddy	2
Friendship	3
Charm	5
Personality	8
Charisma	12
Leadership	17
Ego	23
Holy	30

Speed

Equip Bonus

Quick	2
Swift	3
Fast	5
Rapid	8
Speed	12
Wind	17
Accelerator	23
Velocity	30

Accuracy

Equip Bonus

Sharp	3
Accurate	5
Marksman	10
Precision	15
True	20
Exacto	30

Luck

Equip Bonus

Clover	5
Chance	10
Winners	15
Luck	20
Gamblers	25
Leprechauns	30

Hit Points

Equip Bonus

Vigor	4
Health	6
Life	10
Troll	20
Vampyric	50

Spell Points Equip Bonus

Spell	4
Castors	8
Witch	12
Mage	16
Archmage	20
Arcane	25

Armor Class Equip Bonus

Protection	2
Armored	4
Defender	6
Stealth	10
Divine	16

Thievery Equip Bonus

Mugger	4
Burglar	6
Looter	8
Brigand	10
Filch	12
Thief	14
Rogue	16
Plunderer	18
Criminal	20
Pirate	25

Special Abilities

Magic Ability	Casts
of Acid Spraying	Acid Spray
of Antidotes	Cure Poison
of Awakening	Awaken
of Beacons	Lloyd's Beacon
of Beast Control	Beastmaster
of Blessing	Blessed
of Clairvoyance	Clairvoyance
of Cold Rays	Cold Ray
of Curing	Cure Wounds
of Daily Protection	Day of Protection
of Daily Sorcery	Day of Sorcery
of Dancing Swords	Dancing Sword
of Deadly Swarms	Deadly Swarm
of Death	Finger of Death
of Dragon Sleep	Dragon Sleep
of Elemental Protection	Protection from Elements
of Enchant Item	Enchant Item
of Energy Blasts	Energy Blast
of Etherealization	Etherealize
of Feasting	Create Food
of Fireballs	Fireball
of Fiery Flails	Fiery Flail
of First Aid	First Aid
of Fists	Flying Fist
of Free Movement	Cure Paralysis
of Freezing	Fantastic Freeze
of Frost Biting	Frost Bite
of the GODS!	Divine Intervention
of Golem Stopping	Golem Stopping
of Heroism	Heroism
of Holy Bonuses	Holy Bonus
of Holy Words	Holy Word
of Hypnotism	Hypnotize

of Implosions	Implosion
of Incinerating	Incinerate
of Infernos	Inferno
of Jumping	Jump
of Levitation	Levitate
of Light	Light
of Lightning	Lightning Bolt
of Magic Arrows	Elemental Arrow
of Mass Distortion	Mass Distortion
of Megavoltage	Megavolts
of Monster Finding	Detect Monster
of Monster Identification	Identify Monster
of Moon Rays	Moon Ray
of Nature's Cures	Nature's Cure
of Pain	Pain
of Poison Volley	Poison Volley
of Power Curing	Power Cure
of Prismatic Light	Prismatic Light
of Raising the Dead	Raise Dead
of Recharging	Recharge Item
of Resurrection	Resurrection
of Revitalization	Revitalize
of Shelter	Super Shelter
of Shielding	Power Shield
of Shrapmetal	Shrapmetal
of Sleeping	Sleep
of Sparking	Sparks
of Star Bursts	Star Burst
of Stone to Flesh	Stone to Flesh
of Storms	Elemental Storm
of Sun Rays	Sun Ray
of Teleportation	Teleport
of Time Distortion	Time Distortion
of Town Portals	Town Portal
of Toxic Clouds	Toxic Cloud
of Undead Turning	Turn Undead
of Vaccination	Cure Disease
of Water Walking	Walk on Water
of Wizard Eyes	Wizard Eye

Items

Armor	Base Cost	Mod	Equip	Restrict
Robes	150	1	1	No restrictions
Scale Mail	100	4	1	Max for B
Ring Mail	200	5	1	Max for N
Chain Mail	400	6	1	Max for Ar, Ro
Splint Mail	600	7	1	Max for Cl, Ra
Plate Mail	1000	8	1	Only K & P
Plate Armor	2000	10	1	Only K & P
Cloak	250	1	1	No restrictions
Cape	200	1	1	No restrictions
Shield	100	4	1H	No Dr, N, S, Ar
Helm	60	2	1	No restrictions
Gauntlets	100	1	1	No restrictions
Boots	40	1	1	No restrictions
Belt	100	0	1	No restrictions
One Handed				
Weapons	Base Cost	Mod	Equip	Restrict
Long Sword	50	3d3	1H	No Cl, Dr, N, S
Short Sword	15	2d3	1H	No Cl, Dr, N, S
Broad Sword	100	3d4	1H	No Cl, Dr, N, S
Scimitar	80	2d5	1H	No Cl, Dr, N, S
Cutlass	40	2d4	1H	No Cl, Dr, N, S
Sabre	60	4d2	1H	No Cl, Dr, N, S
Club	1	1d3	1H	No restrictions
Hand Axe	10	2d3	1H	No Cl, S
Katana	150	4d3	1H	Only K & N

Nunchakas	30	2d3	1H	Only K & N
Wakazashi	60	3d3	1H	Only K & N
Dagger	8	2d2	1H	No Cl
Mace	50	2d4	1H	No S
Flail	100	1d10	1H	No S
Cudgel	15	1d6	1H	No S
Maul	30	1d8	1H	No S
Spear	15	1d9	1H	No S, Cl

Two Handed

Weapons Base Cost Mod Equip Restrict

Bardiche	200	4d4	2H	No Cl, S, Dr
Glaive	80	4d3	2H	No Cl, S, Dr
Halberd	250	3d6	2H	No Cl, S, Dr
Pike	150	2d8	2H	No Cl, S, Dr
Flamberge	400	4d5	2H	No Cl, S, Dr, N, B, Ro
Trident	100	2d6	2H	No Cl, S, Dr
Staff	40	2d4	2H	No restrictions
Hammer	120	2d5	2H	No S
Naginata	300	5d3	2H	Only K & N
Battle Axe	100	3d5	2H	No Cl, S, Dr, N
Grand Axe	200	3d6	2H	No Cl, S, Dr, N
Great Axe	300	3d7	2H	No Cl, S, Dr, N

Missile

Weapons Base Cost Mod Equip Restrict

Short Bow	25	3d2	1M	No Cl, S, Dr
Long Bow	100	5d2	1M	No Cl, S, Dr
Crossbow	50	4d2	1M	No Cl, S, Dr
Sling	15	2d2	1M	No Cl, S, Dr

Accessories Base Cost Mod Equip Restrict

Broach	250	0	2	No restrictions
Medal	100	0	2	No restrictions
Charm	50	0	2	No restrictions
Cameo	300	0	2	No restrictions
Scarab	200	0	2	No restrictions
Pendant	500	0	1	No restrictions
Necklace	1000	0	1	No restrictions
Amulet	2000	0	1	No restrictions

Ring	100	0	2	No restrictions
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Misc. Items Base Cost Mod Equip Restrict

Whistle	10	0	–	No restrictions
Jewel	1,000	0	–	No restrictions
Gem	500	0	–	No restrictions
Box	10	0	–	No restrictions
Orb	100	0	–	No restrictions
Horn	20	0	–	No restrictions
Coin	10	0	–	No restrictions
Rod	50	0	–	No restrictions
Wand	50	0	–	No restrictions
Scroll	100	0	–	No restrictions
Potion	10	0	–	No restrictions



Clues and Hints

This chapter gives answers, locations, hints, and explanations of things that could not be easily categorized elsewhere in the cluebook. Included are a list of the awards, passwords, and secondary skills. You will also find some important charts about character classes, races, and locations of stat modifiers and quest items.

A Beginner's Guide to Darkside of Xeen

Darkside is a dangerous place, much more so than the other side of the world. Before you seriously set on the path to winning the game, you should make sure that your characters are up to the task.

You can get a real head start by carefully completing all of the mini quests in Castleview and the sewer beneath it. Before you leave Castleview, be sure to visit Ellinger once so that he makes the chest that runs away from you in Castleview stop running. There is a lot of gold in that chest, and you will need it for training and spell purchases. Be sure that you buy the pathfinding skill for two of your characters and the swimming skill for all.

Once you have taken all that Castleview has to offer, you are ready to adventure in the great outdoors. Areas A3, B3, A4, and B4 are safe for most levels of adventurers, but the monsters get much tougher as you go east and north. You should be at least (and we mean at LEAST) 12th level before you go any further north or east of area C3.

There are some important things to do when you are exploring the area around Castleview. The first is to travel south of the River of Wrath and find Monga Melon for Nibbler. Nibbler will tell you to visit the Temple of Bark in the Sprite Forest and then return to him. Because you are still relatively weak, this trip will be dangerous, but it must be done. The temple is in area C4. After you return to him he will ask you to bring him another Monga Melon. If you bring him a second melon he will give you the key to the Temple of Bark. Walk back to the Temple and loot it. The

experience and statistic increases your characters will get there is worth the time it takes. Finishing the Temple will bring your characters to a level that will make travel to the rest of Darkside much safer.

If you feel you still are not strong enough, try visiting the Western Tower. You must first climb Ellinger's tower to get to the sky roads, then take the sky road to the top of the Western Tower. (WARNING: Don't wander around the skyroads past the Western Tower—the monsters are VERY powerful.) The key to the bottom of the Western Tower is at the top of the Western Tower. Get the key and return to the surface so that you can explore the tower from the bottom up. You will find a lot of treasure and experience within it.

Following the above suggestions should make you strong enough to try winning the game as outlined in the How to Win article later in this book. Below are a few suggestions for improving your chances for survival at all points in the game:

If you have the spell points, always cast the Day of Sorcery and Day of Protection spells. Both make a big difference in battle.

Remember that you can swap items during combat. If your healing characters go unconscious, use healing items to awaken them.

Be sure that your best armor and weapons are equipped—not simply carried.

Try to visit fountains that improve statistics and resistances every day. You may want to set a Lloyd's beacon at your favorite fountain so that you can get there quickly. One fountain in the Northeast part of the

map will grant 1000 spell points. The Luck fountain in area B4 will reduce damage from elemental attacks tremendously.

Each member of your party can have a separate Lloyd's beacon, even if they normally can't cast spells. If you find an item "of beacons", you can pass it to non spell using characters so that they can jump your party to the place where they last cast their beacon. These items are rare; make sure you cast the recharge item spell on it frequently.

Use the Town Portal spell to move about Darkside quickly. Most interesting places in Darkside are near a town.

If you are moving from fountain to fountain to increase your abilities prior to visiting a dangerous place, use the teleport spell to get around the outdoors quickly. You will find that you have much more time to finish a dungeon before 5:00 am.

Visit Sandcaster as soon as you can fight off the monsters surrounding it. Sandcaster has a good selection of spells and plenty of statistic improvers.

Temporary Statistic Modifiers

Hit Points	+2500 at A1,2,13
Elemental Resistance	+100 at B1,14,13
Levels	+3 at A3,8,14
Hit Points	+50 at A3,3,3
Spell Points	+50 at A3,2,10
Might	+25 at A4,9,11
Armor Class	+10 at A4,3,10
Luck	+100 at B4,2,2
Levels	+15 at C2,1,8
Might	+100 at D1,6,13
All statistics	+10 at D4,12,4
Elemental Resistance	+50 at D4,2,4
Magic Resistance	+50 at F2,8,5
Armor Class	+50 at F4,14,3
Remove magical aging at	F4,6,7
Energy Resistance	+50 at C1,1,7
Hit Points	+500 at F1,13,8
Spell Points	+1000 at E1,2,10

Awards

Castlevew Guild Member
Sandcaster Guild Member
Lakeside Guild Member
Necropolis Guild Member
Olympus Guild Member

These awards come from purchasing guild memberships in all but the Olympus and Lakeside Guilds. Those guild memberships are free.

Awakened Air Sleeper
Awakened Earth Sleeper
Awakened Fire Sleeper
Awakened Water Sleeper

You can earn these awards by visiting the Elemental Sleepers after being designated a Chosen One by the Dragon Pharaoh.

Cartographer's Challenge

You will get this award after you have solved the Cartographer's riddle in Castlevew. The answer to the riddle is "SANDCASTER."

Cheered Dimitri

Earn this award by bringing the Songbird of Serenity to Dimitri on level two of Castle Kalindra.

Chosen one

The Dragon Pharaoh will designate your party the Chosen Ones when you return to him after freeing Corak from Stasis.

Cleaned up Castlevew

Defeating Gettlewaithe's guards in battle and revisiting Gettlewaithe (in Castlevew) will earn this award.

DEFEATED SHELTEM

Bringing Corak in his soulbox to Sheltem in Castle Alamar will end the game and earn you this award.

Defeated Xenoc and Morgana

Astra the Good Sorceress will give you this award after you have defeated Xenoc the Wizard and Morgana the Sorceress in Sandcaster.

Disciple of Bark

This award comes from solving the puzzle on level four of the Temple of Bark. You must be a Disciple of Bark in order to descend to the fifth level of the Temple.

Drawkcab Extraordinaire

Brother Reger in Outdoor Area A4 will ask you what the monks of Castlevew study. Answering "PALINDROMES" will earn you this award.

Enchanted Bridle

Getting the bridle Ambrose gives you enchanted will get you this award.

Exterminated Queen Rat

Defeating Rooka, Queen Rat of the Sewer under Castlevew, will earn your party this award.

Fed Nibbler

Feed Nibbler the Monkey Dog two Monga Melons to earn this glorious award.

Freed Corak

Solve the puzzle in Corak's Spaceship and release him from stasis to win this award.

Freed Sandro

Find Sandro's heart in the Necropolis Sewer and return it to him for this award.

Goober

Reaching the computer at the end of the Dungeon of Death is the only way to get this award.

Helped Caleb

Finding and returning Caleb's magnifying glass will earn this award.

Helped Dreyfus

You will get this award after you have helped Dreyfus get into the Western Tower.

Helped Ector

Find and return Ector's gold ring for this award.

Helped Kramer

You must defeat the Ogres in Ogre pass and destroy their lairs before you earn this award.

Helped Megan

Bring the Songbird of Serenity to Dimitri and then visit his daughter, Megan, to receive this award.

Helped Nadia

Retrieve Nadia's Onyx Necklace from the Sewer under Castlevia for this award.

Helped Vespar

Find and return Vespar's emerald staff handle to receive this award.

Master of Words

Awarded when you solve level one of the Dungeon of Death.

Member Drawkab Brotherhood

Your characters will become members of the Drawkab Society after they have visited the four Drawkab Monks in Castlevia in reverse order.

Merchant's Challenge

You will earn this award when you have successfully answered the Merchant's Challenge riddle asked of you in Sandcaster. The answer to this riddle is "100."

Paladin's Friend

This award is won by answering a riddle asked of you by a talking rock in the Desert of Doom. The answer to this riddle is "PALADIN."

Rescued Jasper

Awarded upon releasing Jasper from the Castlevia jail and returning to Jethro the Cartographer.

Rescued Roland

This award can be won only if you are playing with the World of Xeen and rescue Roland, King Burlock's brother. Roland can be found at the bottom of Castle Alamar behind two sealed walls.

Rescued Sprite

You will earn this award if you find and release the captured sprite in the Temple of Bark.

Restored Castle Kalindra

This award will be given to you once you have delivered the fourth set of Energy Disks to Ellinger.

Restored Fountain of Youth

You can get this award by returning the Jewel of Ages to Thaddeus the Fountain Keeper in area F4.

Returned Orb

This award comes when you first visit the Dragon Pharaoh and return the Command Orb to him.

Returned statuettes

Returning the three magical statuettes to Luna the Druid in area A4 earns you this award.

Saved the Queen

Bringing Queen Kalindra her Crown from the third level of Castle Kalindra will win your party this award.

Super Goober

Reaching the end of the Dungeon of Death on Clouds of Xeen and answering the final question is the only way to get this most exalted of awards.

Superior Intellect

Awarded upon correctly answering the riddle concerning blacksmith's apprentices in Sandcaster. The answer to this riddle is "3."

Taste Tester Royale

This title is awarded once you have returned the Chalice of Protection to Bosco, King of the Dwarves, just outside of the Northern Tower.

Potion Key

Throughout both Clouds of Xeen and Darkside of Xeen you will run into materials that improve your statistics. Some are potions, others barrels of mysterious liquids or foods. Since it is helpful to give the right statistic improvements to the right characters, you can use this key to determine in advance what a potion will do.

Red:	Might
Purple:	Speed
Yellow:	Accuracy
Blue:	Personality
Orange:	Intellect
Green:	Endurance
White:	Luck

Black: Usually not good; Poison, Disease, Explosive, etc. Sometimes gives mixed good and bad results.

Character Classes

Class	HP*	Attacks**	Skill	Spells
Knight	10	5	Arms Master	No
Paladin	8	6	Crusader	Yes
Archer	7	6	None	Yes
Cleric	5	7	None	Yes
Sorcerer	4	8	Cartography	Yes
Robber	8	6	Thievery	No
Ninja	7	5	Thievery	No
Barbarian	12	4	None	No
Druid	6	7	Direction Sense	Yes
Ranger	9	6	Pathfinding	Yes

* HP gained per Level.

** Number of Levels to gain an attack.

Character Races

Race	HP Mod		Resistances				Thievery	
	Fire	Elec	Cold	Pois	Ener	Magic		
Human	0	7	7	7	7	7	7	0
Elf	-2	0	0	0	0	5	5	10
Dwarf	1	5	5	5	20	5	0	5
Gnome	-1	2	2	2	2	2	20	10
Half-Orc	2	10	10	10	0	0	0	-10

Race SP/Level Modifiers Skills

Human	None	Swimming
Elf	Sorcerer +2	None
Dwarf	Sorcerer -1, Cleric -1	Spot Secret Doors
Gnome	Sorcerer +1, Cleric +1	Danger Sense
Half-Orc	Sorcerer -2, Cleric -2	None

The information listed above will be very helpful in creating characters and determining which Races and Classes will make the most effective adventurers. Paladins, Archers and Rangers are considered secondary magic users and receive half the normal spell points per level. Robbers initially have a Thievery base of 30 plus 2 points per level. Ninjas initially have a Thievery base of 15 and gain 2 points per level. All other characters gain 2 points per level providing they possess the Thievery skill.

Secondary Skills

Skill	Effect
Arms Master	Increases chance to hit during combat.
Astrologer	Increases a Druid's and Ranger's capacity to use magic by +2 Spell Points/Level.
Body Builder	+1 Hit Points/Level.
Cartographer	One Party member must possess this skill to enable the auto-mapping feature.
Crusader	Allows entrance to King Burlock's castle. All Party members who wish to enter the castle must possess this skill.
Danger Sense	Allows a magical knowledge of monsters lurking in the immediate area.
Direction Sense	Grants knowledge of which compass heading the party is facing.
Linguist	Allows the character to understand foreign languages.
Merchant	Allows the party to obtain supplies at reduced cost.
Mountaineer	Two Mountaineers in the party allow passage through mountains.

Navigator	Prevents the party from becoming lost.
Pathfinder	Two Pathfinders in the party allow passage through dense forests.
Prayer Master	Increases a Cleric's and Paladin's capacity to use magic by +2 Spell Points/Level.
Prestidigitator	Increases a Sorcerer's and Archer's capacity to use magic by +2 Spell Points/Level.
Spot Secret Doors	Detection of whether or not a wall directly in front of the party can be bashed down.
Swimming	Allows the party to travel in shallow water. All Party members who wish to travel on water must possess this skill.
Thievery	A character must possess this skill to be able to pick locks on chests and doors.

Mirror Words

As you have probably guessed by now, the mirrors in Darkside are transportation devices. All mirrors in the game start off inactive, but they can be reactivated by adjusting the sundial on the fourth level of Castle Kalindra. To use a mirror, just type one of the words in the list below when it asks you "Where to?". All but three of the words take you to places on the Darkside of Xeen map that came with your game. Showdown plays the endgame of Darkside (but doesn't count as a win), Genesis plays the third endgame, and Showtime plays the Clouds of Xeen endgame (if you have clouds on your hard drive).

Acid Pond	Howling Woods
Aging Forest	Isle of Lost Souls
Castle Alamar	Lakeside
Castle Blackfang	Magic Mountain
Castle Kalindra	Necropolis
Castlevue	Octopod Lake
Crossroads	Ogre Pass
Dark Grove	Parabolic Barrier
Desert of Doom	Perishing Sands
Forbidden Zone	Quivering Forest
Forest of Peril	River of Wrath
Gemstone Range	Sandcaster
Genesis	Showdown
Great Western Tower	Showtime
Great Southern Tower	Snow River Rapids
Great Eastern Tower	Sprite Forest
Great Northern Tower	Venom Pond
Griffin Pass	

Dark Prophecy

If Pharaoh's realm should take a fall
The Dragon must put forth a call
Mystic orb to the wind is cast
Seeks the hand of heroes last
Four parts castle at five per stage
A score of disks to help the Mage

A Golden bird will sorrow ease
Sweet song will Knight's lost soul appease
Help the rider to soothe the beast
Gain a flight when expected least
The symbol of royal power
Frees the Queen from evil tower

Dragon's orb the world shall roam
Yet must again return to home
Pharaoh's magic back in its place
Helps to free the visitor from space
Code's the key to thinking machines
Starman knows the truth about Xeen

Dragon once more will get you by
Owns key to city of the sky
Starman needs to hide in a box
Alamar's defenses outfox
Face to face in Alamar's lair
Out the box springs the land's last prayer

How to Win Darkside of Xeen

Find the Onyx Necklace in the sewer below Castlevew and return to Nadia the Hoarder in Castlevew. Nadia will give you the key to Ellinger's Tower. Visit Ellinger at the top of his tower so that he can still the chest that runs away from you in Castlevew. You will need that gold for spells and training.

Leave Castlevew and search areas A3 and A4 until you find two Monga Melons. Bring one of the Monga Melons to Nibbler in area B3. Visit the Temple of Bark in area C4 and return to Nibbler. Give Nibbler your other Monga Melon and receive the key to the Temple of Bark from him. Return to the temple, but first visit the sprites outside of the temple and agree to help them. Once you have visited the sprites, enter the Temple of Bark and release all of the prisoners from their cages. One of these prisoners will be the sprite captured by the orcs. Return to the sprites to let them know the good news and receive your reward: Two Energy Disks.

Return to Castlevew so that you can defeat Gettlewaithe's gremlins and extort three Energy Disks from the terrified monarch. Climb Ellinger's Tower and give him the five Energy Disks. This will open Castle Kalindra's first level to you. There is some treasure and skills in there you may want to pick up before you continue on your quest to save the world.

When you are ready to continue, make sure that you have bought the hypnotize spell. Take the road leading east from Castlevew, stopping to visit the wagons and tents you see along the way. One of the tents will be Vespar the Wizard. Set a lloyd's beacon here for convenience, if you can. You will need to come back

to this spot soon. Fight your way along the road 'til you come upon Vespar's emerald handle lying by the roadside. If you are forced to fight armadillos, use the hypnotize spell and heroism to stop them from hitting you and to allow you to hit them. Take the handle and return to Vespar. Vespar will give you a pass to Sandcaster.

Sandcaster will present another opportunity to improve your characters and buy spells. Be sure to purchase the Town Portal spell. You will soon see that it's well worth the cost. Also purchase the merchant skill for one of your characters as soon as possible. The merchant skill will double the money your characters get when they sell items to the blacksmith. Note that only the character with the skill gets the benefit! You can also buy a pass to Lakeside and find the key to the Eastern Tower in this city.

The next thing you must do is collect at least five more Energy Disks, along with growing in levels and abilities. Each tower has two Energy Disks in it, and the Ogres and Giants also have two Energy Disks they will give you if you don't offend them. When you have your disks, visit Ellinger in his tower again. Ellinger will open up the second level of Castle Kalindra.

On level two of Castle Kalindra is Dimitri, Captain of the Guard, and Megan, his daughter. Megan will give you the key to the Dungeon of Lost Souls. You must fight your way to the bottom of the dungeon and retrieve the Songbird of Serenity. The dungeon is very tough, so make sure your characters are COMPLETELY prepared before you try it. This means all protection spells on and as many fountains as you can visit before you enter the dungeon. You will also need 250,000 gold to complete the dungeon. Once you have the Songbird, return to Dimitri to cheer him up.

Dimitri will let you know the combo to his safes, where you will find even more Energy Disks. You only need ten more disks, and between Dimitri, the towers, the Giants, and the Ogres, you should have no trouble finding them.

Bring the ten disks to Ellinger so that he can finish restoring the castle. This is the last time you will need to visit Ellinger. Travel next to Ambrose, the Queen's Knight. Ambrose is near Griffin Pass in area B1. Tell Ambrose that Dimitri sent you, then take his bridle to Natasha the Enchantress in Sandcaster. The easiest way to do this is to set a Lloyd's beacon at Ambrose, Town Portal to the town, and pay Natasha her 50,000 gold piece fee. Return to Ambrose with the enchanted Bridle.

Next, travel to Castle Blackfang. Ambrose will let you into the Castle. Queen Kalindra is in the Dungeon of the Castle, so you will need to fight your way there. When you see her, she will tell you that she needs her crown from her safe...but she will forget to tell you the combination. See her again before you leave her, and she will tell it to you.

Return to Castle Kalindra. There is only one safe on level three of the Castle, and it contains the Crown. If you forgot the combo, check your autonotes. Bring the Crown back to the Queen for the key to the Great Pyramid.

The Great Pyramid is another tough dungeon. Fight your way to the top and visit the Dragon Pharaoh. I strongly recommend that you place a Lloyd's beacon here, unless you want to run the gauntlet every time you want to see the Pharaoh. The Pharaoh will tell you to investigate the strange craft stuck in the lava southwest of Necropolis.

When you are checking out the spaceship, you will come upon Corak, trapped in stasis. Solve the puzzle and free Corak. After you have spoken with Corak, use your Lloyd's Beacon to return to the Pharaoh. He will give you a pass to Olympus.

You can get to Olympus through his back door or by use of the Town Portal spell. Inside of Olympus is the Soulbox that Corak wants you to get. You will have to go through the Olympus sewer to get to the part of town the soulbox is in. Take the soulbox directly to Corak when you have it.

From here, all that remains is to get through Castle Alamar and see Sheltem. Corak will take care of the rest.



World of Xeen Bonus Section

This section contains all of the maps and hints that require both Clouds of Xeen and Darkside of Xeen to be on your hard drive at once. The Dragon Tower, Dragon Cloud, Darkstone Tower, Clouds of the Ancients, Southern Sphinx, and Dungeon of Death on the Clouds of Xeen side cannot be entered without getting the keys from Darkside.

The goal of the "third endgame" is to reach the center of the Clouds of the Ancients with both the Scepter of Temporal Distortion and the Cube of Power and all four elemental sleepers awake. If you can do this you will see the third endgame and enjoy the satisfaction of having finished the World of Xeen.

Dragon Tower

The Dragon Tower cannot be entered without first getting the key from the bottom of Castle Alamar on the darkside of Xeen. The tower is very dangerous by any Xeen standard, but it also holds enormous treasure. Take the central staircase when you enter if you want to charge straight through to the cloud world with minimum encounters.

Allister the Druid wants a dragon egg. Don't give it to him. He will use the egg to turn himself into a dragon king and attack you.

A single dragon egg sits in a straw nest of the third level. The only thing this egg is good for is Allister's potion.

Two Tomes of Great Experience await you in alcoves on level four. Both Tomes will grant 10,000,000 experience points to each character.

Heaps O' Treasure are guarded by dragon kings on the top level of the tower. The treasure is out in the open, so there is no reason to just let it be. Take it.

Two chests on level four contain very powerful items, but opening one of them will deliver 5,000 points of fire damage, while opening the other will deliver 10,000 points of damage. Be prepared.

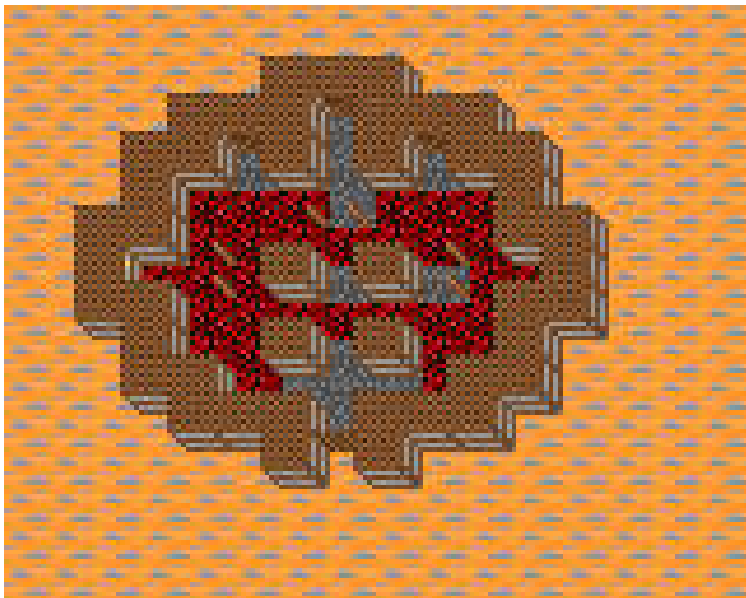
Monster List

Acid Dragon					
Experience	60000	HP	220	AC	25
Speed	22	Attacks	1	Damage	100
Damage Type		Poison		Range Attack	Y

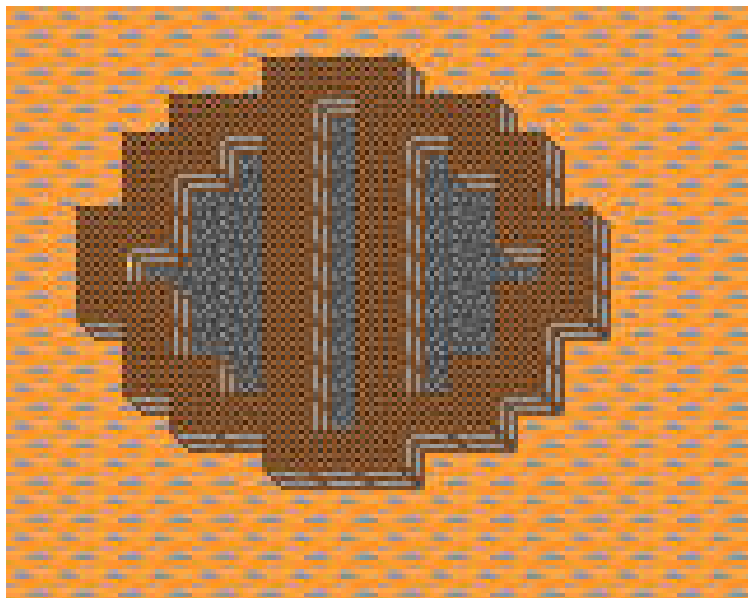
Frost Dragon					
Experience	100000	HP	450	AC	35
Speed	30	Attacks	1	Damage	250
Damage Type		Cold		Range Attack	Y

Fire Dragon					
Experience	80000	HP	350	AC	30
Speed	28	Attacks	1	Damage	200
Damage Type		Fire		Range Attack	Y

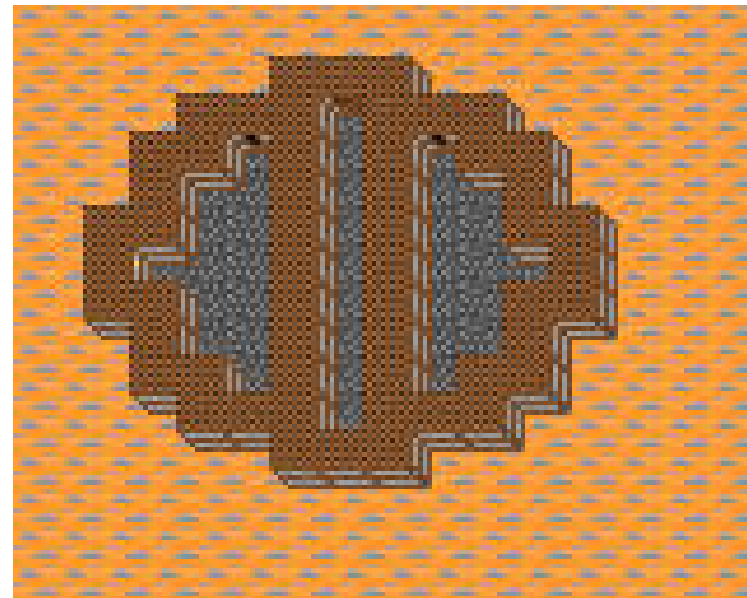
Dragon King					
Experience	250000	HP	2000	AC	45
Speed	40	Attacks	1	Damage	400
Damage Type		Energy		Range Attack	Y



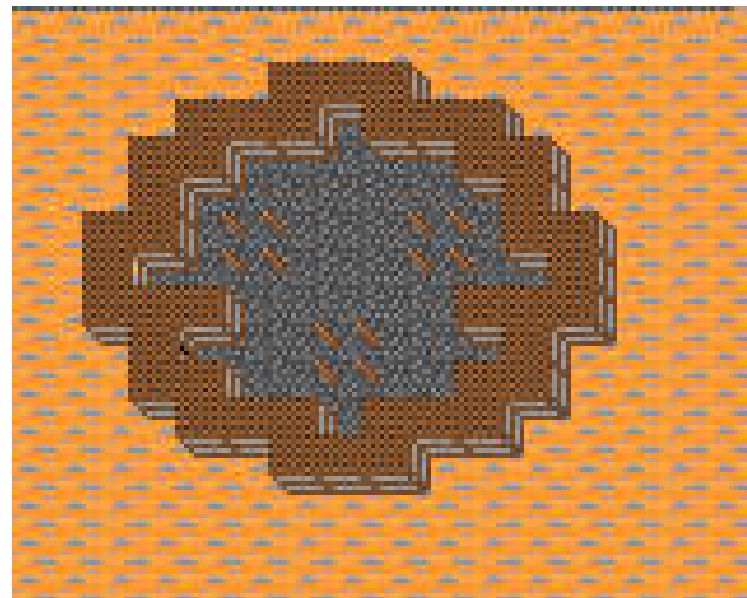
Dragon Tower Level 1



Dragon Tower Level 2



Dragon Tower Level 3



Dragon Tower Level 4

Dragon Cloud

The Dragon Cloud can only be reached by climbing the Dragon Tower. The dragons on the cloud are MUCH stronger than the dragons in the tower, so you will need to be fully armed and armored before you give the cloud a try. The silver key card is hidden here.

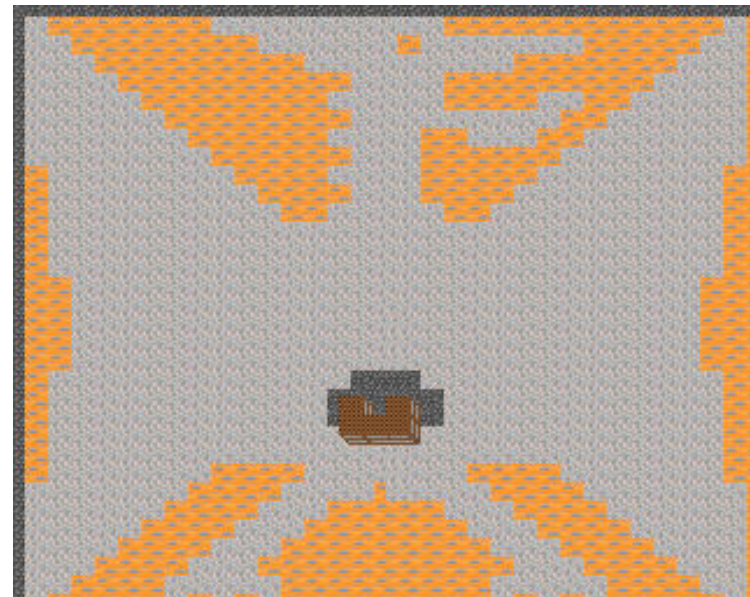
Ancient Books of the Dragon can be read if the reader has an intellect above 100. Each one will give two letters toward the answer to the secret of the dragon.

The Well of Fantastic skill will give 50 temporary levels to drinkers, as long as no other level increasing well's powers are still in effect.

Dragon Crystals will deliver 3-5 permanent levels and 2000 points of electrical damage to whoever touches them. They can only be used once.

Crystal Balls allow you to peer into some aspect of the Dragon past, present, or future. Those with intellects under 200 will die.

A large statue near the northern edge of the map at the "eye" of the dragon will ask you what the secret of the Dragon is. The answer is "INFINITY". Giving the correct answer will win you the silver key card and create a number of dragons near your location (you may want to Lloyd's Beacon home). Giving the wrong location will result in party eradication.



Dragon Cloud

Monster List

Cloud Dragon					
Experience	500000	HP	2000	AC	40
Speed	150	Attacks	1	Damage	600
Damage Type		Cold		Range Attack	Y

Phase Dragon					
Experience	2000000	HP	4000	AC	80
Speed	200	Attacks	1	Damage	750
Damage Type		Cold		Range Attack	Y

Green Dragon					
Experience	500000	HP	2500	AC	50
Speed	150	Attacks	1	Damage	500
Damage Type		Fire		Range Attack	Y

Energy Dragon					
Experience	2000000	HP	5000	AC	100
Speed	250	Attacks	1	Damage	1000
Damage Type		Energy		Range Attack	Y

Darkstone Tower

Darkstone Tower cannot be entered without a key from the bottom of Castle Alamar. The key can be found by first finishing the Dragon Tower and the Dragon Cloud and then returning to the Castle Alamar dungeon with the silver key card. The gold key card is in this tower.

Five gongs need to be rung before you can ascend the tower. Ring each one only once. Doing so will deliver A LOT of damage to the party and create more onyx golems, but it is the only way up.

A skull in an alcove on level four will ask you a riddle before you will be allowed to take the gold key card from the display case. The answer is "120".

A display case holds the gold key card. A force field will prevent you from taking the card

until you have answered the riddle one of the skulls asks you.

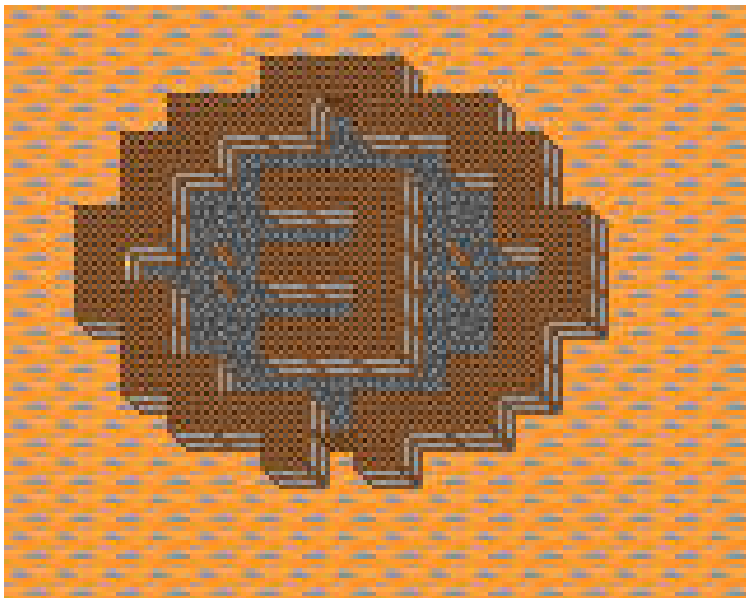
Stairs up to the clouds of the ancients cannot be used until you have the chime of opening. You can get the chime in the Southern Sphinx.

Statues will give cryptic numbered messages if you examine them. The messages are arranged in groups of four and can be read if you put them in order on a piece of paper and then read by columns instead of rows.

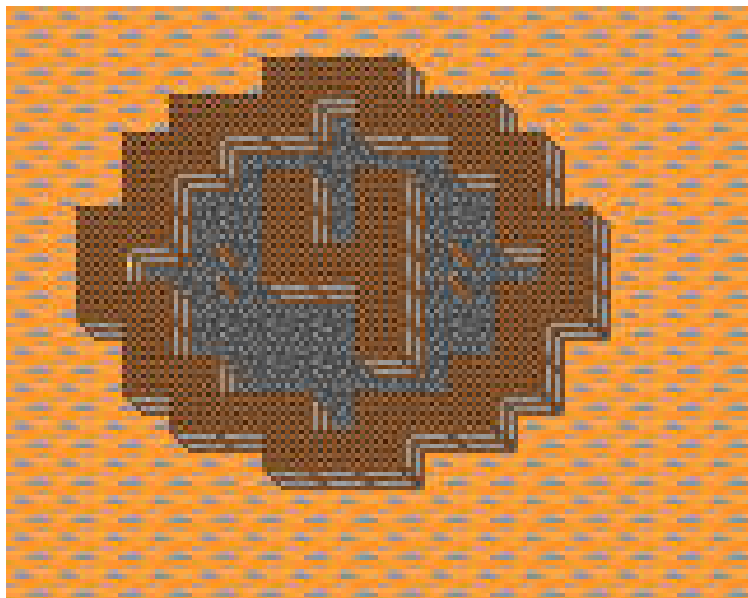
Monster List

Onyx Golem					
Experience	1000000	HP	10000	AC	50
Speed	100	Attacks	1	Damage	2-500
Damage Type		Magic		Range Attack	N

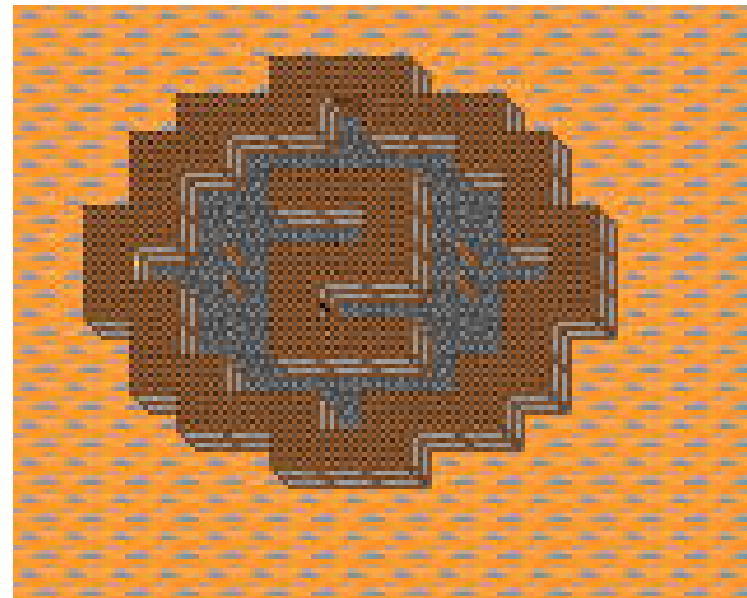




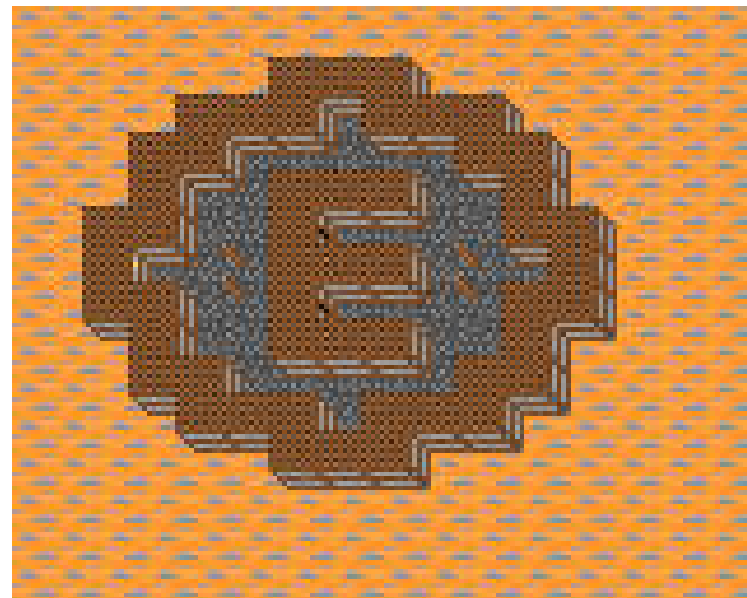
Darkstone Tower Level 1



Darkstone Tower Level 2



Darkstone Tower Level 3



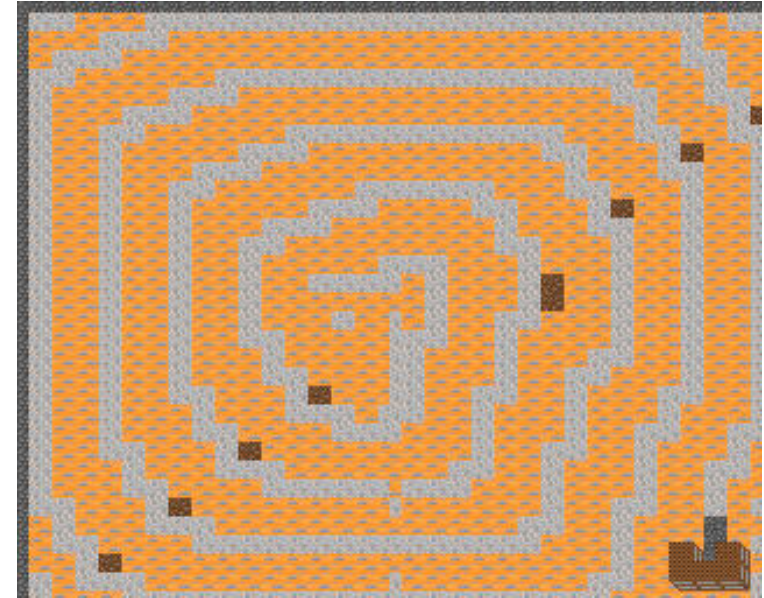
Darkstone Tower Level 4

Clouds of the Ancients

The Clouds of the Ancients cannot be visited without first getting the Chime of Opening from the Southern Sphinx and the key to Darkstone Tower from Castle Alamar. Once you have arrived here, the only danger lies in falling off the cloud. Walk carefully and you will make it to the end, unless you pass 5:00 am, in which case you will fall to the base of Darkstone Tower. If you think this is about to happen to you, you can sleep at one of the rest stops to pass the time and recast your spells.

The third endgame will play when you reach the end of the spiral and enter the pyramid if all of the following are true:

- ① You have the Cube of Power.
- ② You have Xeen's Scepter of Temporal Distortion.
- ③ You have awakened the four Elemental Sleepers on the Elemental planes of Darkside.



Clouds of the Ancients

Southern Sphinx

The Southern Sphinx will be inaccessible until you have freed Prince Roland from his captivity at the bottom of Castle Alamar. The Chime of Opening is in this Sphinx.

Golden Sarcophagi lay in alcoves, sealed to grave robbers like yourselves. They can be opened by a character with a might of 200 or greater, but each character will be cursed and attacked by mummies. Most sarcophagi have a powerful magic item inside.

Barrels of embalming fluid are stored throughout the Sphinx. Messing with the fluid will cause it to explode and spray the party with acid. For what it's worth, the party will get a lot of experience if this happens to them.

Two candles on level one of the Sphinx offer to protect you from the pendulums and guillotines. The price is high, but saying no will put you right in the mid-

dle of the traps. If you must choose between traps, remember that guillotines do twice as much damage as pendulums. Don't buy clues from the candles.

Hieroglyphics adorn the walls all over the sphinx. Only a linguist can decipher them. Most are clues to the "What's my name" question at the stairs up to level two.

Treasure piles may be either illusions or real. Good luck picking the right ones...

One set of stairs leading up will repel characters who are cursed. You can fix this condition if you visit a temple or cast the Divine Intervention spell. If your characters are not cursed you will be asked

the question: "What is my name?". The answer is "PICARD".

Thrones of the Legends should not be sat in by non-legendary characters. There is no special reward for sitting in them.

Picard the aged sits on his throne on level two. Picard wants a widget

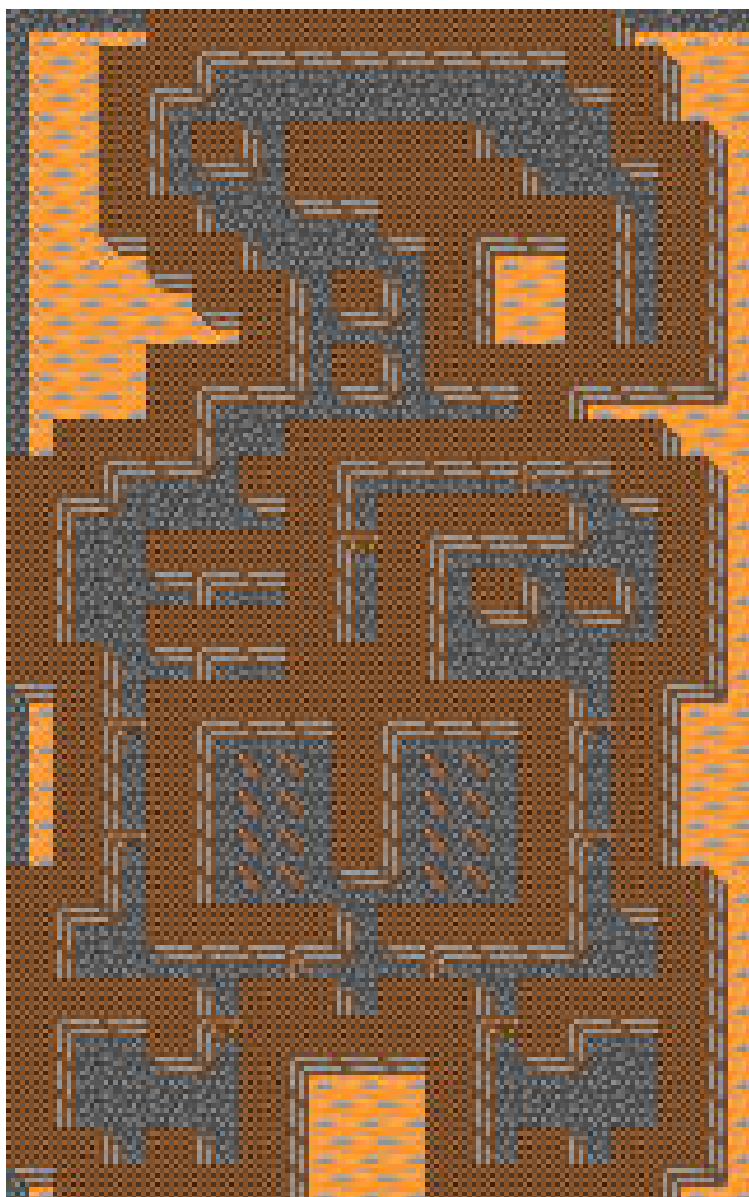
before he will give you the Chime of Opening. You can get a widget by finding the ever hot lava rock and giving it to Halon the Efficient on this side of the world. Halon will give you a widget for your efforts. Halon can be found at area B3, 9, 6. The lava rock can be found at E2, 7, 11.

Monster List

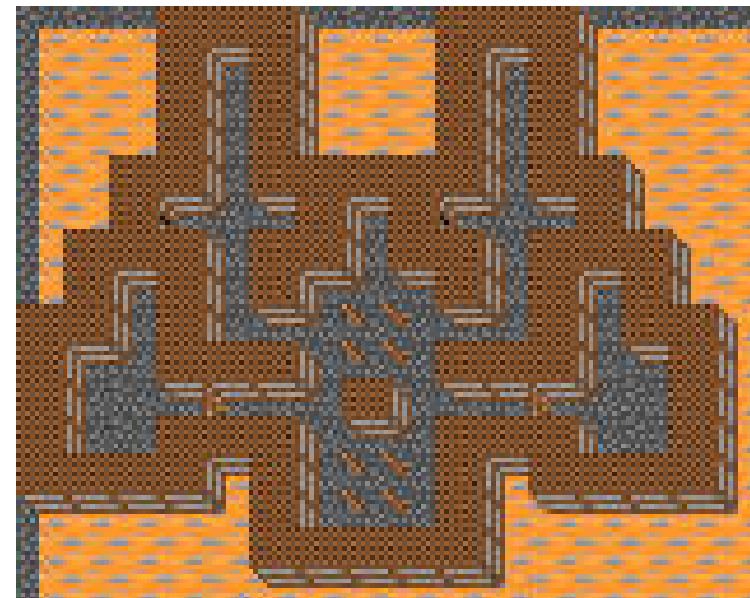
Ghost Mummy				
Experience	500000	HP	500	AC 35
Speed	175	Attacks	1	Damage 200-1000
Damage Type		Physical		Range Attack N

Phase Mummy				
Experience	500000	HP	500	AC 35
Speed	175	Attacks	1	Damage 200-1200
Damage Type		Physical		Range Attack N

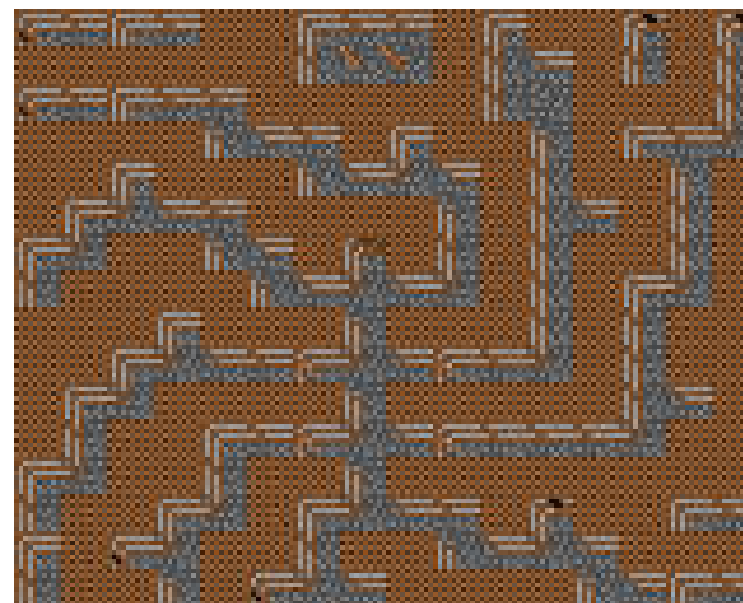
Dragon Mummy				
Experience	2000000	HP	3000	AC 30
Speed	100	Attacks	1	Damage 2000-4000
Damage Type		Physical		Range Attack N



Southern Sphinx Level 1



Southern Sphinx Level 2



Southern Sphinx Level Dungeon

Dungeon of Death

The Dungeon of Death is the hardest dungeon in the game. Nothing here has anything to do with winning the game. This dungeon is strictly for people who want to give themselves a challenge. The key to this dungeon is in the hands of Sandro the Lich in Necropolis on Darkside.

The first level is a maze of water. It really is a crossword puzzle, and we have filled out the answers for you in the map provided. You will be unable to descend to lower levels until you have solved the entire puzzle.

The second level is much simpler than the first and most of the dials do nothing. We have marked the two dials that open the way to the stairs down to the next level. Open coffins at your own risk.

Level three is also relatively simple. Never walk on a treasure pile—it will force you to start over. All you have

to do is ring the four gongs and pull the lever near the stairs up. Doing this will remove the block (⊕ on your map) and allow you to descend.

Level four is full of Lord Xeen monsters. You will need a Xeen Slayer sword to defeat them... and you can get Xeen Slayer swords by telling a mirror on the Clouds of Xeen side "I lost it". There is a main computer terminal that will grant you an award simply for reaching it, and a second reward for answering the code question correctly. The answer is "COMPUTER".

Monster List

Autobot					
Experience	1000000	HP	2500	AC	100
Speed	200	Attacks	2	Damage	5-500
Damage Type		Energy		Range Attack	N

Annihilator					
Experience	1000000	HP	1500	AC	40
Speed	200	Attacks	12	Damage	5-250
Damage Type		Energy		Range Attack	Y

Lord Xeen					
Experience	600000	HP	500	AC	25
Speed	50	Attacks	1	Damage	1000
Damage Type		Energy		Range Attack	Y

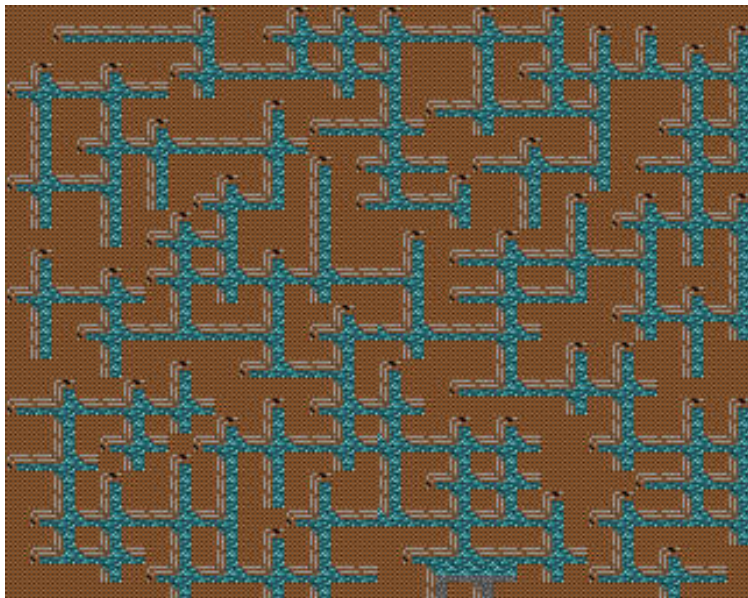
Devil					
Experience	40000	HP	350	AC	30
Speed	66	Attacks	1	Damage	3-99
Damage Type		Cold		Range Attack	Y

Demon					
Experience	30000	HP	300	AC	30
Speed	33	Attacks	1	Damage	3-99
Damage Type		Fire		Range Attack	Y

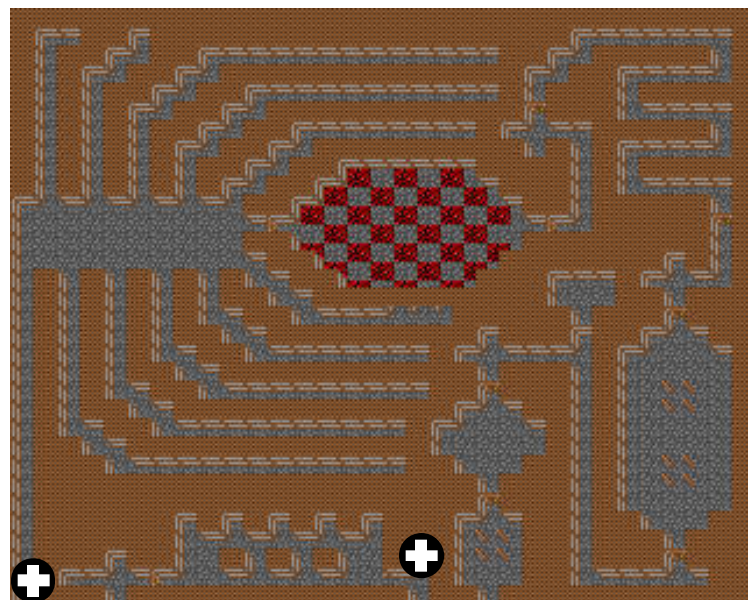
Skeletal Lich					
Experience	500000	HP	2000	AC	30
Speed	200	Attacks	1	Damage	1000
Damage Type		Energy		Range Attack	Y

Vampire King					
Experience	3000000	HP	10000	AC	60
Speed	200	Attacks	1	Damage	10-2500
Damage Type		Physical		Range Attack	N

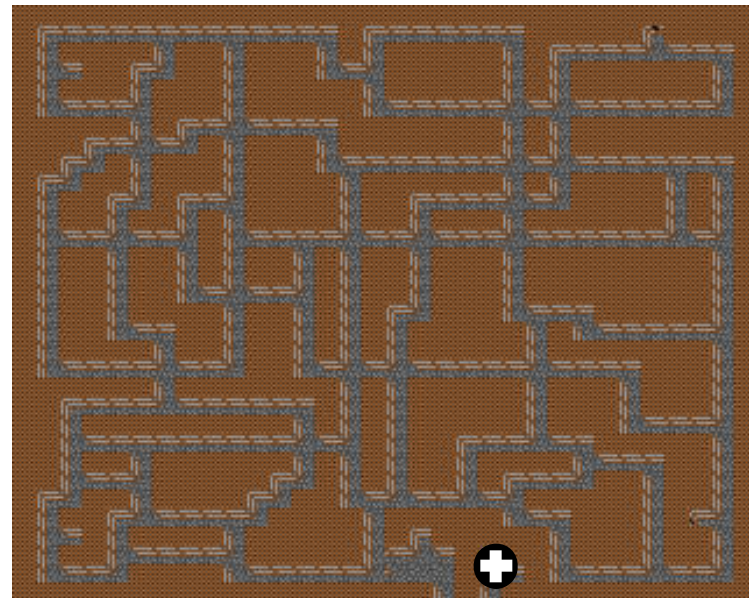
Screamer					
Experience	500000	HP	3000	AC	50
Speed	200	Attacks	1	Damage	10-200
Damage Type		Poison		Range Attack	N



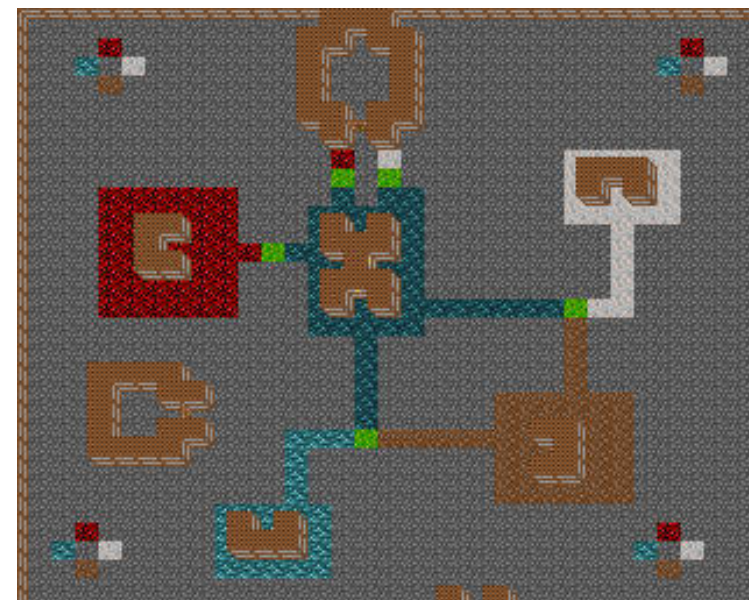
Dungeon of Death Level 1



Dungeon of Death Level 2



Dungeon of Death Level 3



Dungeon of Death Level 4

How to Win the World of Xeen

Before trying to finish the World of Xeen, first complete both Darkside of Xeen and Clouds of Xeen. You will need the Scepter of Temporal Distortion and the Cube of Power to finish the World of Xeen.

Visit the elemental planes on Darkside and awaken the elemental Sleepers. If you have the Cube and the Scepter and have awakened the Sleepers, you are ready to complete the World of Xeen.

Unfortunately, this is not easy. Visit the bottom of Castle Alamar and get the key to the Dragon Tower. Use the key to climb the tower to the Dragon Cloud above it. Find the Silver Key Card on the Dragon Cloud.

Bring the Silver Key Card back to the bottom of Castle Alamar and show it to the skull that rests in the same room you found the key to the Dragon Tower in. It will open a stone slab that leads into another room with another skull and the key to Darkstone Tower.

Visit Darkstone tower and get the Gold Key Card from the fourth level. Return to Castle Alamar and use the Card on the new skull. It will let you in to see Prince Roland. Prince Roland will give you the amulet of the Southern Sphinx.

Before you enter the Southern Sphinx, take the time to solve Halon the Inventor's Quest in the Clouds of Xeen if you haven't already done so. You will need the widget to finish the Southern Sphinx.

Take the Widget to Picard in the Southern Sphinx. He will give you the Chime of Opening. The chime will get you through the barrier in Darkstone Tower.

Once on the Clouds of the Ancients take the path to the center of the map. A pyramid and the third endgame await you.